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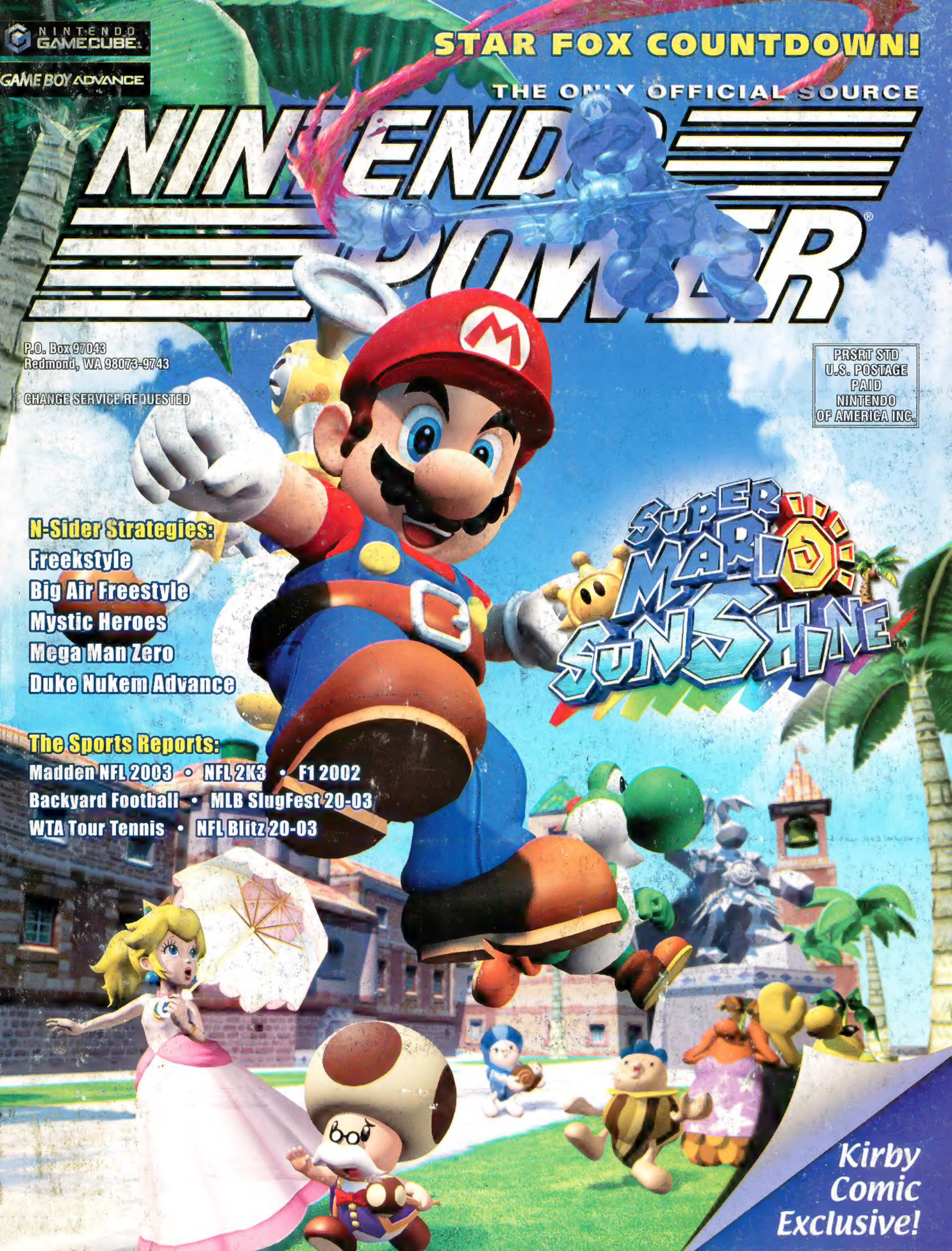

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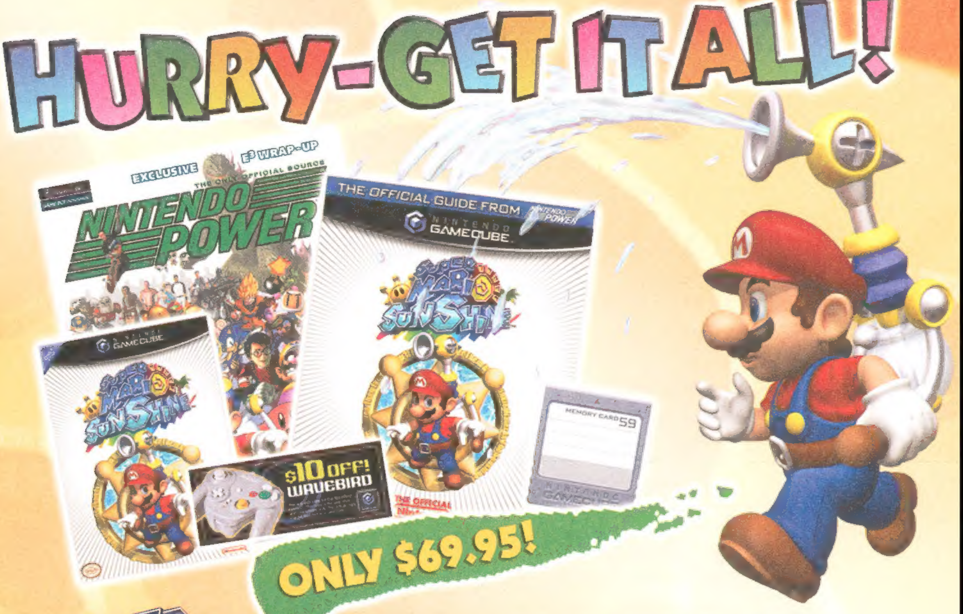
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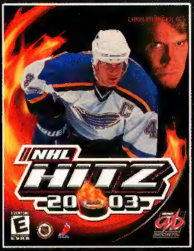

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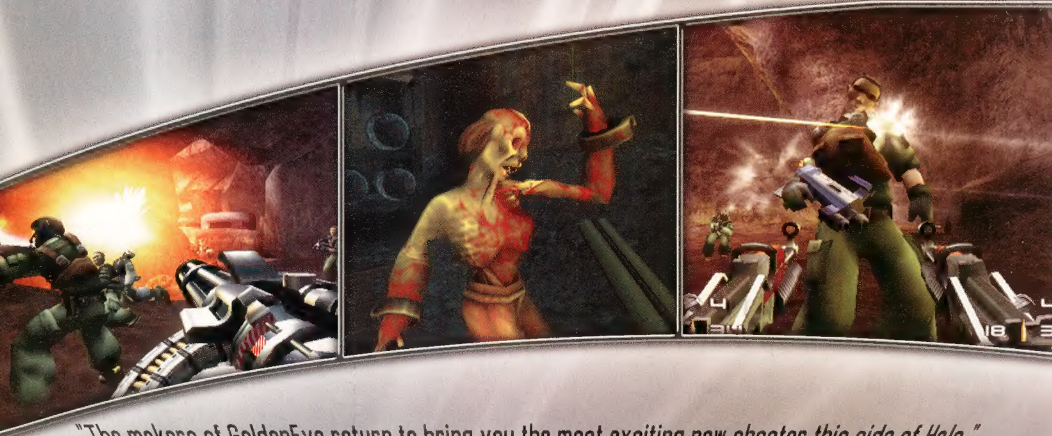

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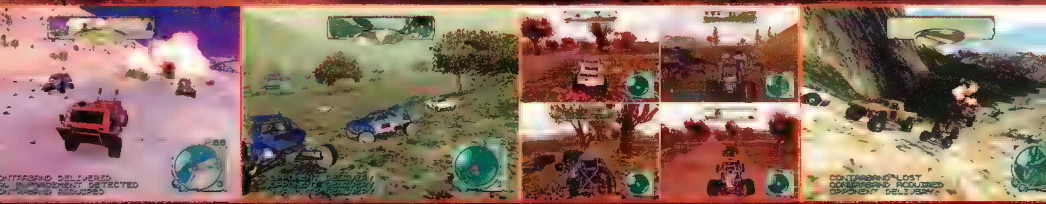

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44 Fox McCloud's new dinosaur friend never whines, and he can start campfires in no time flat. Too bad Slippy is the one with the marshmallows.

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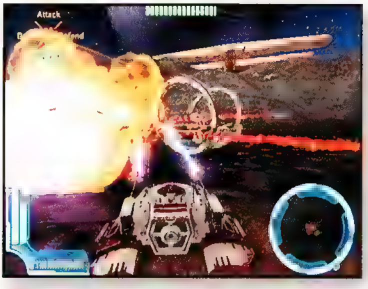
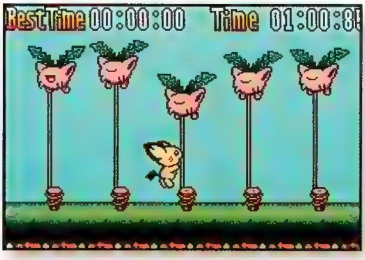


50 "And that's for calling Yoda a muppet!"



52 Fun games will be in the cards when Nintendo deals out a new piece of hardware.

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We received so many responses to Volume 158's Write Away, Right Away, which asked what your favorite games are, that we're devoting the entire letters section to the topic. We're also letting you know our personal faves.

PLAYING FAVORITES

My all-time favorite game on a Nintendo console is also my favorite game ever—Super Mario RPG: Legend of the Seven Stars. I have beaten the game 113 times and know the words by heart. If only you released it on GBA . . .

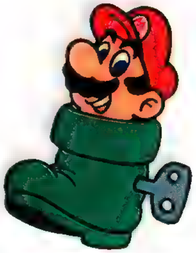
Max V.
Via the Internet

I would have to say that my favorite game of all time would be Game & Watch Gallery 2 for the Game Boy Color. The reason I feel this way is purely because of the selection. You start with five games and the more points you get, the more games you get. Another reason I like it is because it doesn't ever really end. You can always keep getting more points to unlock more awesome things, like hints and a music room. You can even get enough points to unlock a museum that shows you games that appear in Game & Watch Gallery 1 and 3.

Turner Tomlinson
Fayetteville, AR

My all-time favorite game is Super Mario Bros. 3 for the NES. Sure, it's loaded with great moments, like wearing the Frog Suit, turning into a statue, collecting oodles of coins, swiping your friend's hard-earned Star Card, using a P-Wing and much more, but the one thing that puts it over the top for me is the sheer, intense fun of riding in a boot. That will always be special to me. Ahoy there, Captain Mario! Away we goooooooo . . .

Darrell Bennett
Escondido, CA



My all-time favorite game is Mario Kart for the Super NES. I like it most because it was original, and Mario Kart 64 is too easy!

Kyle Harig
Auburn, IN

My favorite game for Nintendo GameCube would have to be The Simpsons: Road Rage, because of its wonderful graphics, the simple controls and the hilarious comments the passengers make.

Leon Katona
Cornell, MI

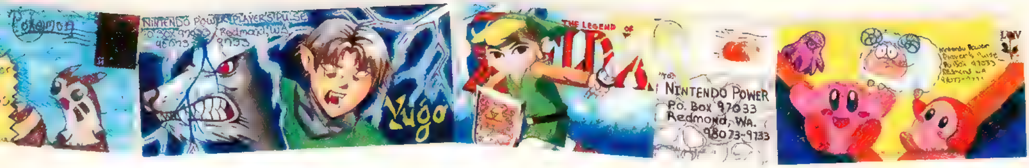
Just hearing the word "Metroid" is a nostalgic journey to the hours upon hours spent playing it in my childhood. There was no contest in choosing my all-time favorite game: Super Metroid. The quick, dazzling graphics can still compete with today's standards, and I still enjoy the music that fits the moods in the many environ-

LETTER OF THE MONTH

I have been to the future, and when I was there, I visited the Video Game Museum. I was eating lunch in the museum's cafe and reading my copy of NP and I saw the question about people's favorite video games. Then I looked up, and there was the Hall of Favorite Video Games! I went in to see what the favorite video game of all time was. Just as I was almost close enough to see it, I tripped over a little robot janitor and accidentally hit the button that sent me back to the past. I was soooooo close!!! I did find out that Mario was elected President of the Universe in 2021, though, so that was pretty cool.

Geddy Divida
Via the Internet

Did he wear overalls in office?



ments. Super Metroid will always have a place in my heart.

Nathan Gregerson
Via the Internet

My favorite game of all time is Kirby's Adventure for the NES. There is no other game that has topped it. Not one. It was the greatest game of all time until my NES stopped working. A tragic story . . .

Trevor Thompson
Via the Internet

The greatest game ever for any system was Contra on the NES. It had great single-player and multiplayer modes, a large variety of weapons, and spectacular bosses.

Jeffrey Boruszak
Via the Internet

YOU'RE A WINNER

PRIZE WINNER!

Captain Olimar may need an army of Pikmin to find rocket parts, but all Max Cooper of Sweppinger Falls, New York, needed was a lucky contest entry. The 14-year-old winner of the Volume 152 Player's Poll Contest won a trip to the Smithsonian's National Air and Space Museum in Washington, D.C. With the NP Krew's resident space cadet, Jason, Max got to see real-life rockets, take wing in a flight simulator and see the galaxy in the museum's Einstein Planetarium. Max also got to tour the city and see the Washington Monument, Lincoln Memorial and White House.

My favorite game? Final Fantasy III for the Super NES. Why? Fourteen playable characters, great story lines, great replay value (and considering that it is an RPG, that's good), excellent graphics and some of the best music I've ever heard. That game is awesome!

Brice Walton
Via the Internet

My absolute favorite game would be Excitebike for the NES. I would stay up until 3 in the morning playing Excitebike. I just love doing backflips—it never gets old to me.

Jesse Shipman
Salt Lake City, UT

The only game anyone needs to achieve true happiness is EarthBound for Super NES. I have played just about every RPG out there, and none can measure up to the comical story line of Ness and company. EarthBound is the only game I have found that can manage an absolutely ridiculous but at the same time completely enthralling plot, coming to life within a gigantic and diverse world. Add that to the facts that it has an awesome sound track and one of the main characters is named Poo, and you have the best game ever made!

Daniel R.
Via the Internet

River City Ransom was the best game for the NES! You got to beat up punks and steal their lunch money, take saunas, make a totem pole with your best friend, and win the girl—all before the principal noticed that you cut school that day!

Mitchell Stark
Via the Internet

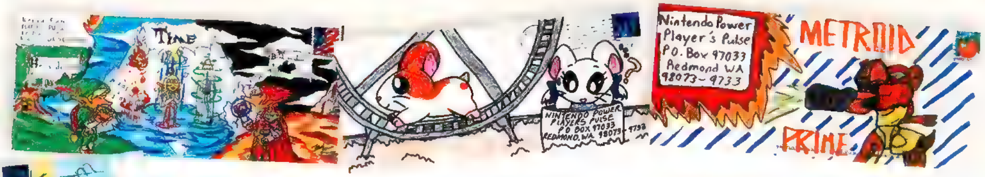
My all-time favorite game has got to be Game Boy Camera. It's got 30 pictures of almost anything you want, four games, one dancing Mario at the starting screen and one Game Pak. Not to mention that you can make fun of people—my sister didn't recognize her picture after I'd played around with it!

YSTX
Via the Internet

Well, I'm writing for the first time to WARA just to say that my all-time favorite game is . . . Maniac Mansion! That game is the best, with its multiple endings, multiple ways of playing the game, and more.

Shhort21
Via the Internet

The best game in the universe is Secret of Mana for Super NES!! It has a beautiful story line, full of pain, sorrow, joy, remembrance, anger and fulfillment! The story is improved by the excellent musical sound track! Plus, there's the battle engine—which features real-time fighting in an RPG environment. All of this is placed intricately together to create a massive world that offers days of exploration and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challenge!!! Secret of Mana is as perfect as games can get!!!

Alexander Wambold
Via the Internet

My favorite game of all time has to be Snow Bros. for the NES. I mean, I miss those fluffy, white heads chucking snowballs at their enemies. There needs to be a grand follow-up for such a legendary game, which most people have forgotten about.

Sean Hanes
Via the Internet

My favorite games are Tecmo Super Bowl and Shaq Fu for Super NES. Shaq Fu might seem like an odd choice, but it was very funny to watch Shaq kicking butt off court. My favorite games for N64 are Super Smash Bros. and Banjo-Kazooie and Banjo-Tooie because of the comic actions of the two heroes while defeating annoying monsters. My favorite GCN games are Super Smash Bros. Melee and Wave Race: Blue Storm.

Corey Mease
Bellefonte, PA

My absolute favorite game on a console is The Legend of Zelda: Ocarina of Time. The action was awesome and the graphics were movieworthy, not to mention the cut scenes—I practically cried when Saria gave Link her ocarina. No game collection is complete without it.

Melissa Horn
Via the Internet

We promised to answer the WARA question ourselves, so here goes:

Scott: My favorite game of all time is SimCity. It gives you the freedom to create a world and tweak your creation to perfection. I love the puzzle and strategy aspects of making all the pieces work together.

Jason: The Legend of Zelda: Majora's Mask—it's just as grand, layered and emotionally satisfying as Ocarina of Time or any other Zelda game, and the unique three-day game play cycle introduced high-pressure arcade fun to epic adventures.

Chris: I'm a big fan of Blast Corps for the N64. It is a true gamer's game—simple in concept and fun to play, and it demands perfection from the player at all times. Soon to be on my list: Super Mario Sunshine.

Alan: EarthBound. First of all, it's darn funny. It plays with gaming conventions and looks and feels almost like an RPG parody. But underneath the silly exterior lurks the greatest RPG ever made. It's just so well-balanced, and the enemies are inspired. It's also got one of the greatest endings in video game history and a wicked-cool jazz sound track.

Steven: My absolute favorite games exude pure emotional quality. Super Mario Sunshine bubbles over with exuberance, which makes it one of my favorites.

George: The Legend of Zelda: A Link to the Past—an adventure game that doesn't rely on a complex story to hook the player. The game design is clean, simple and compelling. It's very rare to play a game that is challenging but not at all frustrating. A Link to the Past found that balance.

Jenni: Super Mario Bros. 3 is it for me. I appreciate the inventive, challenging and fun platforming action, the goofy minigames, the silly suits, the ability to fly and the two-player option. But Super Mario Sunshine is pushing its way into my heart as we speak . . .

Border Art Provided By:

Ashley Berk, Clyde, MI
Adam Bowen, Mercer Island, WA
Paul Cunningham, Monaca, PA
Rita Dugas, Houston, TX
Jennifer Grimm, New Braunfels, TX
Desiree Harig, Alto, MI
Laura Knibbe, Omaha, NE
Daniel Koss, Veneta, OR
Allison Larson, Elko, MN
Lauren, Farmington, MN
Mewtwo, Bendersville, PA
Brad Skinner, Budd Lake, NJ
Felix Thompson, Miami, FL
Jessica Whitaker, Cincinnati, OH
Jimmie Lee Wright, Statesboro, GA

WRITE AWAY, RIGHT AWAY

Mario and Luigi have always had great accessories—Fire Flowers, Tanooki Suits, ghost-guzzling vacuums, water-spouting backpacks and more. Which items do you think are the coolest, and which ones would you like to try for yourself? Would you like to become invincible for a few seconds with the help of a Starman? Or maybe put on a Super Cape and fly into the air? Hmm, and does Yoshi count as an accessory?

BEACH SPIKERS

VIRTUA BEACH VOLLEYBALL

Bump!

Set!

Spike!

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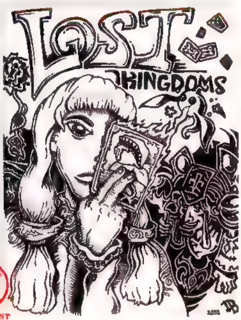
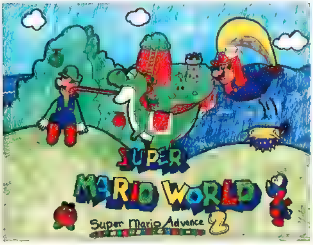
PLAYER'S PULSE ARTIST'S GALLERY

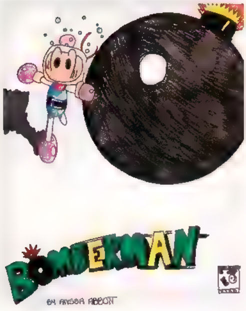

LOST KINGDOMS

ART OF THE MONTH CONTEST WINNER

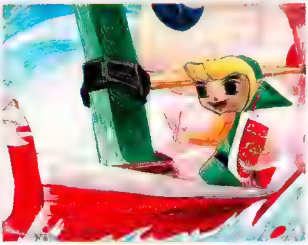
David Bennet • Coral Gables, Florida


SUPER
MARIO WORLD
Super Mario Advance 2

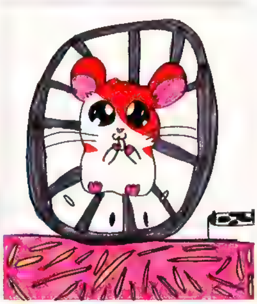
Rachael Snyder • Elmira, New York


BOMBERMAN
BY ALYSSA ABBOTT

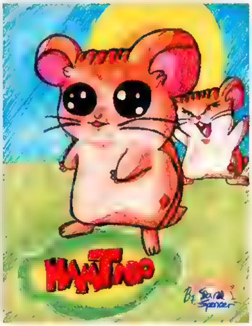
Alyssa Abbott
Vancouver, Washington



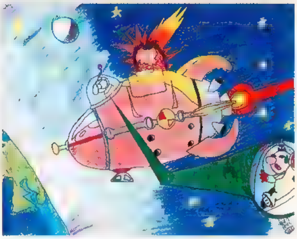
Noelle Kleimeyer
Panama City Beach, Florida



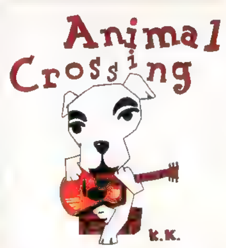
Colleen Egan • Sunnyside, New York


HAMTARO
By Sara Spencer

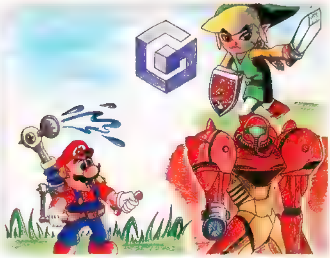
Sara Spencer • Holt, Florida



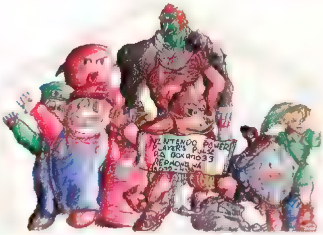
Esteban Perea • Visalia, California


Animal Crossing
K.K.

Cody Wolfinbarger • Azle, Texas



Brad Lemoine • New Iberia, Louisiana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Adam Bailey • Roswell, Georgia

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POWER CHARTS.160

Interesting trends are in the works this [illegible] the top of the Player's Choice chart for three months in [illegible] of hard-edged titles, Wrestlemania [illegible] and [illegible] expect gamers everywhere to send him to the [illegible] ness, both posted strong sales numbers [illegible] top of the sales charts when their Sunshine-filled [illegible] and second spots. But watch out for [illegible] begins at the end of August.

KEY: [illegible] GAME BOY ADVANCE | GAME BOY COLOR

TOP SELLING GAMES*

		PRIOR POSITION	MONTHS ON CHART
1	[illegible]	[illegible]	[illegible]
	DRAGON BALL Z: THE LEGACY OF GOKU	1	2
2	[illegible]	[illegible]	[illegible]
	SUPER MARIO WORLD: SUPER MARIO ADVANCE 2	2	6
3	[illegible]	[illegible]	[illegible]
	STAR WARS EPISODE II: ATTACK OF THE CLONES	•	1
4	[illegible]	[illegible]	[illegible]
	SONIC ADVANCE	4	6
5	[illegible]	[illegible]	[illegible]
	YU-GI-OH! DARK DUEL STORIES	7	2
6	[illegible]	[illegible]	[illegible]
	MARIO KART: SUPER CIRCUIT	6	9
7	[illegible]	[illegible]	[illegible]
	SPIDER-MAN	3	3
8	[illegible]	[illegible]	[illegible]
	SUPER MARIO ADVANCE	8	7
9	[illegible]	[illegible]	[illegible]
	GOLDEN SUN	9	6
10	[illegible]	[illegible]	[illegible]
	POKéMON CRYSTAL	5	9

[illegible]

PLAYER'S CHOICE*

		PRIOR POSITION	MONTHS ON CHART
1	[illegible]	[illegible]	[illegible]
	THE PINBALL OF THE DEAD	3	4
2	[illegible]	[illegible]	[illegible]
	THE LEGEND OF ZELDA: A LINK TO THE PAST	2	3
3	[illegible]	[illegible]	[illegible]
	METROID FUSION	1	3
4	[illegible]	[illegible]	[illegible]
	THE SUM OF ALL FEARS	•	1
5	[illegible]	[illegible]	[illegible]
	MEGA MAN ZERO	4	2
6	[illegible]	[illegible]	[illegible]
	SPIDER-MAN	•	1
7	[illegible]	[illegible]	[illegible]
	DISNEY'S MAGICAL QUEST STARRING MICKEY AND MINNIE	•	1
8	[illegible]	[illegible]	[illegible]
	CASTLEVANIA: HARMONY OF DISSONANCE	•	3
9	[illegible]	[illegible]	[illegible]
	GAME & WATCH GALLERY ADVANCE	•	1
10	[illegible]	[illegible]	[illegible]
	GOLDEN SUN	9	9

*Player's Choice and Most Wanted information courtesy of the NP Krew.

MOST WANTED

		PLATFORM	PRIOR POSITION	MO. ON CHART
1	[illegible]	[illegible]	[illegible]	[illegible]
2	[illegible]	[illegible]	[illegible]	[illegible]
3	[illegible]	[illegible]	[illegible]	[illegible]
4	[illegible]	[illegible]	[illegible]	[illegible]
5	[illegible]	[illegible]	[illegible]	[illegible]

QUICKSAND
(DANGER)
WRIGLEY'S
JUICY FRUIT
WRIGLEY'S
JUICY FRUIT
Gotta Have Sweet.

GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

Crash is ready to burst onto the GCN scene with a big adventure from Universal Interactive, Crash Bandicoot: The Wrath of Cortex. This month's Crash test looks at some major marsupial action.

THE SPOTLIGHT

Metroid Prime

The September Gallery begins with a blast — new screen shots of Metroid Prime. November doesn't look so far away anymore.

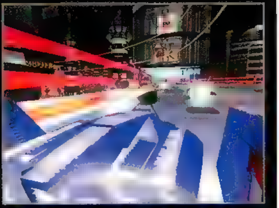
Star Wars Jedi Knight II: Jedi Outcast

LucasArts wants to spread the Force around this fall with three awesome games for GCN. We'll look at Jedi Outcast for the first time.

James Bond 007: NightFire

We've got GCN screen shots of the upcoming Bond shooter from EA Games. It's the best Bond since GoldenEye 007.

F-Zero

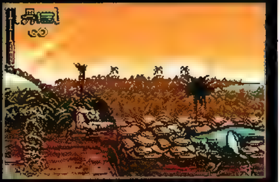


If speed is your creed, you'll need to look at the latest screen shots of F-Zero. There's no release date yet, but it's coming fast.

Yoshi's Island: Super Mario Advance 3

Baby Mario is onboard, and he needs to get home safely. Check out the return of the classic platformer this month.

Turok: Evolution



Acclaim is bringing Turok to GBA in a classic side-scrolling shooter. If you like to run and gun, check out our first look.

THE GAMING NEWS FOR SEPTEMBER 2002

FOR OUR EYES ONLY

Agent 007 in the upcoming James Bond 007: NightFire will look like his big-screen counterpart now that actor Pierce Brosnan and EA have agreed to use Brosnan's likeness in the action thriller for Nintendo GameCube. The game follows an original plot (not that of the upcoming cinematic release, *Die Another Day*) that will whisk virtual Bonds around the world and into outer space. The world may not be enough for some, but NightFire should be plenty for Bond fans everywhere.

PLASTIC IN THE AIR

The 3DO Company is going to war earlier than expected on Nintendo GameCube. Army Men: Air Combat "The Elite Missions" was announced recently as a holiday 2002 release. With the Alpha Wolf Squadron, led by Captain Blade, players will go on 20 chopper missions behind the enemy lines of the Tan army. Many of the environments are based in the real world, so the army men units are tiny in comparison. You'll invade an oversized Japanese garden and wage war on a spooky Halloween night filled with giant jack-o-lanterns and ghouls. There are hidden vehicles to find, realistic physics to feel and five multiplayer modes, including head-to-head and cooperative modes, to challenge.

ADVANCED MOVES FROM FOX

THQ and Fox Interactive have inked a deal that will bring The Simpsons and Buffy the Vampire Slayer to Game Boy Advance. The Simpsons will be represented by The Simpsons: Road Rage, based on the wonderful EA Games driving title for Nintendo GameCube. Details are sketchy concerning Buffy's debut on GBA, but both games will be available from THQ some time next year. What we'd really like to see is Buffy Rage.

SPYRO GROWS UP

Last year, Spyro the Dragon was introduced to Game Boy Advance players and according to Universal Interactive, it was such a rousing success that Spyro is now headed to Nintendo GameCube. Spyro: Enter the Dragonfly for GCN will be the sequel to Spyro: Year of the Dragon, which was the third Spyro game. The new adventure follows Spyro in his efforts to prevent Ripto from stealing all the Dragonflies in the Dragon Realms. He'll be equipped with powerful electric, ice and bubble breath, and you'll find new vehicles and friends and plenty of old favorites.

VIRTUAL DISNEYLAND

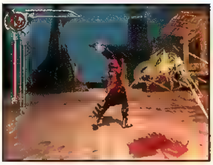
TDK Mediactive and Disney Interactive recently announced two upcoming, next-gen games based on Disney theme park attractions. The Haunted Mansion and Pirates of the Caribbean will be the inspiration for a pair of movies released in 2003, as well as the two games from TDK. Both games are scheduled to be released next year. Expect long lines.

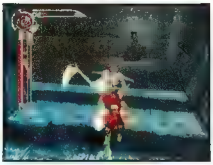
CLEAN UP WITH SUNSHINE AND GCN

Nintendo has two exciting offers coming up this fall for gaming fanatics. The first incredible deal begins October 14th with the Super Mario Sunshine bundle, which includes an indigo Nintendo GameCube, one Controller, a Memory Card 59 and a copy of Super Mario Sunshine—Mario's first starring role on the GCN. An equally dazzling offer is slated for November 3rd with the release of a limited edition Platinum Nintendo GameCube. It's the prettiest GCN yet.

AN OMEN FROM EIDOS

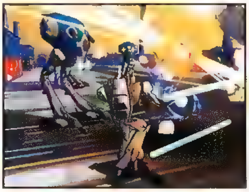
Nintendo GameCube is going to get yet another frightening addition to its growing library of creepy thrillers this fall when Eidos releases Blood Omen 2. The game combines action and strong storytelling elements to introduce a notorious vampire named Kain to the Nintendo audience. Kain is seeking to reclaim dominion over the ancient city of Nosgoth. After 400 years of sleep, Kain wakes to find the Sarafan order ruling in his stead. That's enough to put any vampire off his blood, and Kain goes after his enemies using 10 weapons and a variety of stealthy moves when discretion proves to be the better part of valor.

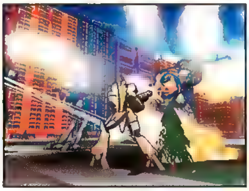




ROBOTECH RETURNS

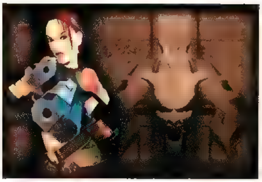
TDK's battle cry this fall is the return to video gaming of one of the great sci-fi properties. Robotech: Battlecry for Nintendo GameCube is shaping up to be one of the coolest offerings to hit the shelves in 2002. Robotech fans will recognize the characters, the music and, best of all, the Veritechs themselves. Fifteen varieties of the transforming battle vehicles will appear in the game, and pilots will fly and stomp through 35 missions. The anime-style, cel-shaded graphics are a perfect fit for Robotech. There's nothing cartoonish about it; in fact, almost everything in the environments is interactive. TDK is even planning a special edition with a music CD packed into the box.

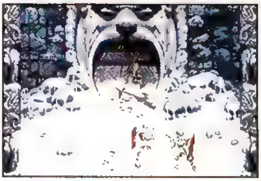




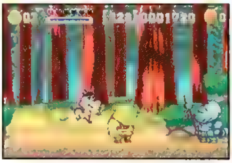
AN ADVANCED TOMB RAIDER

Eidos is reaching into its bag of technical tricks to produce one of the most ambitious action games yet for GBA. Lara Croft Tomb Raider: The Prophecy will feature a unique, fixed 3-D camera, dynamic lighting, shadows and realistic animation, which will include Lara's signature flips and jumps. Due out this November, the new TR will boast a new story, vertical game play, special audio, secret areas and big enemies.





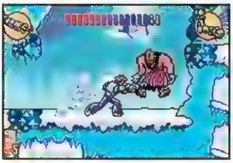
LIKE ONIONS?



Video games have layers, just like onions and cakes, and although the world's favorite ogre, Shrek, might object to being likened to the latter, he'd probably enjoy being compared to TDK's upcoming GBA platformer, Shrek: Hassle at the Castle. As Shrek, Donkey or Fiona, players hop and bop through 20 side-scrolling stages. Each character has special moves, and there's a four-player option, as well. It's coming in late September.

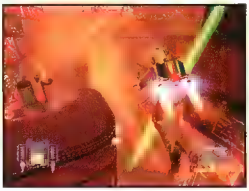
GALIDOR GALA

Nick Bluetooth, hero of the Fox Kids series, "Galidor: Defenders of the Outer Dimension," hops between four worlds using his interdimensional transporter in a fall GBA adventure from EA. Nick's greatest asset is his ability to glinch, or absorb the attributes of defeated enemies. The game features 2-D and 3-D action and an interactive LEGO toy (sold separately) that reacts to the game screen.



THE BOUNTY OF *STAR WARS*

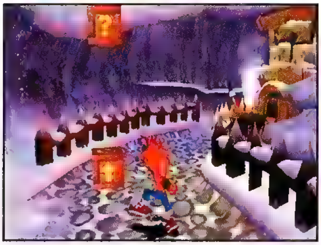
Star Wars Bounty Hunter, unveiled recently by LucasArts, will bring Jango Fett to the interactive realm for the first time. The galaxy's top scum-catcher is on a mission to find the leader of a mysterious cult. Of all Jango Fett's cool toys, his jetpack is the coolest—it gives the action a freedom not found in most third-person 3-D games. Fett will hunt his prey through 18 levels on six worlds. And he always gets his alien.

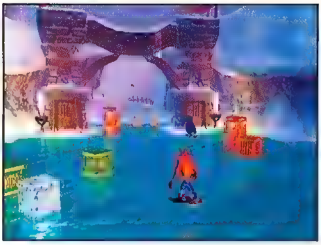


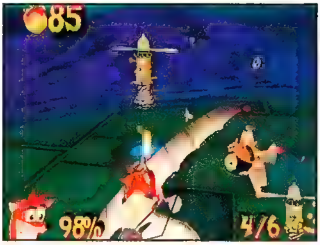
CRASH BANDICOOT: THE WRATH OF CORTEX

Game Type: Action
Publisher: Universal Interactive
ETA: September 2002
System: Nintendo GameCube

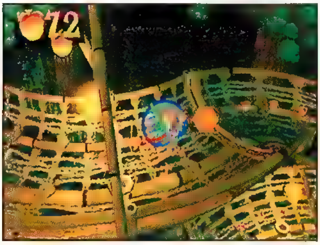
Uka Uka and Dr. Neo Cortex have cooked up yet another dastardly scheme to toast their nemesis, Crash Bandicoot. In the first Crash adventure for Nintendo GameCube, Crash, Coco and Aku Aku must collect scattered crystals that will capture powerful Elementals before they wreak havoc with the earth's oceans, volcanoes and climate. At the same time, Crash will have his paws full dealing with Dr. Neo Cortex's latest and greatest genetic experiment, Crunch. The action takes place in a variety of over 30 Crash-tested stages, including volcano, arctic and jungle areas. There's vehicular action, too. Crash can operate a Jeep, a hang glider and a Crash Mech. Most of the action involves the tried-and-true smashing of crates and collecting of fruit and crystals that you expect in a Crash game. You'll trigger TNT explosions and flee from rampaging enemies. You can even connect your GBA to play an extra mode.


When Uka Uka and Dr. Neo Cortex get together, you know that Crash will have a new adventure.


Crash slips and slides in the icy arctic areas. His spin move is used to knock out enemies.



The Tornado Alley area finds Crash piloting an armed hang glider and blasting airborne foes.

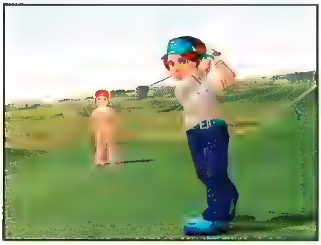


It looks like Super Bandicoot Ball, but it's really just another roll for Crash to play.

SWINGERZ GOLF

Game Type: Golf
Publisher: Fresh Games
ETA: September 2002
System: Nintendo GameCube

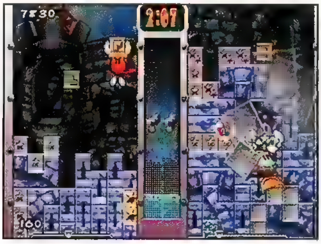
Fresh Games has scored a hole in one with Swingerz Golf for Nintendo GameCube. Some of the fall release's standout features are nutty characters, six unique fantasy courses, excellent graphics (including a nifty flyby camera for mapping out strategy) and an innovative control scheme that mimics swinging a real golf club. To satisfy die-hard duffers, Swingerz has the realistic feel of a golf simulation. Players can choose their clubs, play Tournament, Stroke, Match and Short-Course Modes and establish handicaps in the multiplayer modes. For newbies, there are minigame challenges, such as Closest to the Pin. As players win tournaments, they'll earn equipment upgrades, and if they sink the ultimate putt, they can record the moment for later review and boasting. Swingerz has everything you need for a day on the links, whether you're playing as a solo hacker or as part of a foursome of pros.


Players use the C Stick to control the swing of the club. If you keep your motion straight, you'll knock the dimples off the ball.

EGGMANIA: EGGSTREME MADNESS

Game Type: Puzzle
Publisher: Kemco
ETA: September 2002
System: Nintendo GameCube

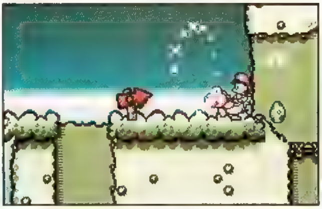
Kemco's Eggmania: Eggstreme Madness for Nintendo GameCube begins with a healthy portion of Tetris-style block manipulation and adds special ingredients, such as multiplayer mayhem, bombs and other items. The result is a tasty concoction that will serve from one to four players. Extra play modes include Bomb Mode, Solo, Survival, Tournament and Custom, in which you set your own parameters. The main game is all about building a solid tower that won't wobble and collapse—and you need to build quickly to avoid the rising water. In Bomb Mode, you and your opponent heave bombs at each other, trying to destroy each other's tower. The action is fun and frantic no matter what mode you choose. Colorful graphics, bouncy music and a superior tutorial and help options round out the mix. Eggmania gives GCN puzzle fans of all ages and abilities a smorgasbord of fun.

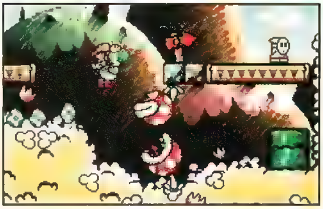

Use your egg character to grab a block, flip it into position and stack it in the growing tower. Unfinished rows will lead to a wobbly structure.

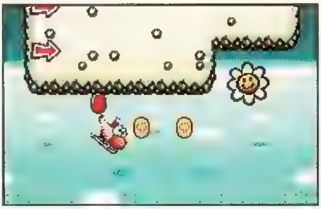
YOSHI'S ISLAND: SUPER MARIO ADVANCE 3

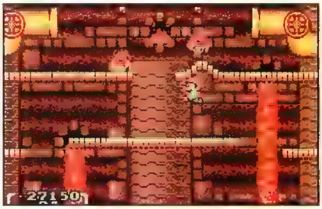
Game Type: Platform Action
Publisher: Nintendo
ETA: September 2002
System: Game Boy Advance

Yoshi's Island first appeared for the Super NES back in 1995. Its fresh graphics style and depth of platform action made it a megahit. As the third Super Mario Advance game, Yoshi's Island looks and plays even better than before. The game begins on Yoshi's Island when Baby Mario falls from the sky. The Yoshis decide to take Baby Mario home. The journey takes them through six worlds, with eight main stages each and plenty of extra areas, bonus games and challenges. At times, you'll have to transform into vehicles, such as a tank, a submarine, a helicopter, a car and a train. Every world has a big boss battle and a miniboss. You'll also find bonus games, such as roulette and contests in which you gather coins or pop balloons.


The Yoshis decide to carry Baby Mario back home. If the tyke falls off, Yoshi must pick him up quickly.


Yoshi's flutter step lets him run in the air for a short time. His long tongue slurps up enemies.


Yoshi, in whatever from, collects all sorts of things, such as flowers, coins and stars.

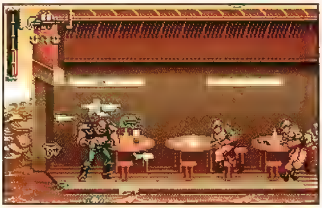


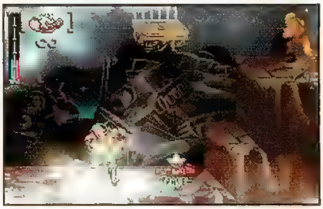
As in all Super Mario Advance games, you'll find a multiplayer game in addition to the main game.

TUROK: EVOLUTION

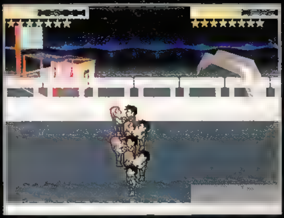
Game Type: Action
Publisher: Acclaim
ETA: September 2002
System: Game Boy Advance

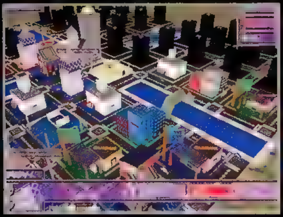
The Turok series for Game Boy advances to GBA with a new side-scrolling shooter that has the feel of classic games, such as Contra. With great graphics, eight-directional firing and a cool assortment of weapons, this Turok is sure to please.


Waves of enemies attack Turok. Fortunately, his default gun has an infinite number of bullets.


You'll collect new weapons as you mow down waves of thugs and dinosaur enemies.

PROJECT: DIGIPEN



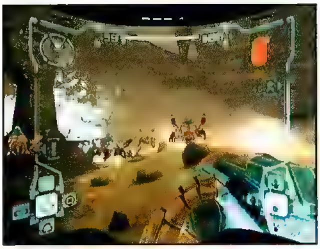


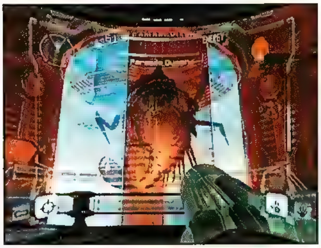
A team of four juniors at the DigiPen Institute of Technology created this month's Project DigiPen showcase game, T.H.U.G.S. The game takes place in a world where cities lack the revenue to police their streets adequately. Instead, people turn to T.H.U.G.S. for a sense of security. Each player begins with a single-building base in one of the city's four quadrants. The object of the game is to use money, thugs and buildings to spread over the city, sort of like the armies in the board game Risk. There's no actual fighting in the turn-based game. Players rely on strategy and resources to take over new buildings. T.H.U.G.S. features randomly generated maps and variable map sizes. Players can access useful statistical information to help them make good decisions. Created by Ricardo Villarreal, Mark Thrall, Jhon Restrepo and Nathan Feldman, T.H.U.G.S. was one of just 10 games selected for the Student Showcase at the 2002 Game Developers Conference.

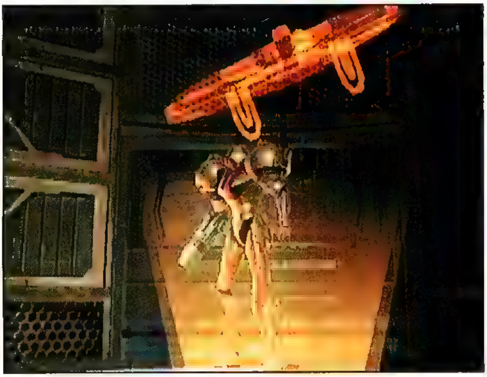
For more information on DigiPen, and to download a copy of T.H.U.G.S. to play on your computer, head to www.digipen.edu, where you'll also find links to more projects and information about signing up for classes or workshops.

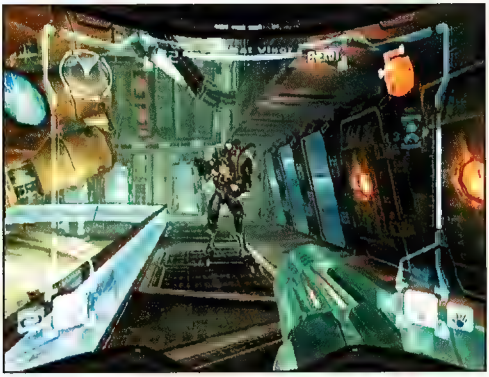
SEPTEMBER GALLERY OF GAMES

We've got big action titles galore this month, from Metroid Prime to The Legend of Zelda to James Bond to *Star Wars*, and all of it is happening in our own little galaxy. You'll also find titles that are a little more down-to-earth, such as V- Rally 3 and SSX Tricky on Game Boy Advance. Oh, and Kirby's coming, too.

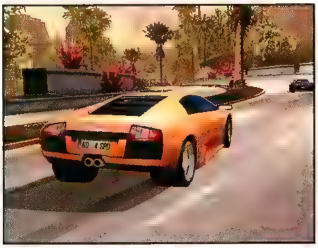




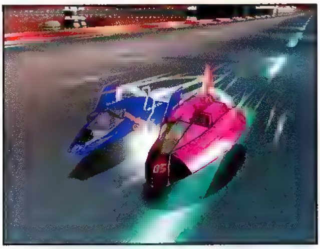




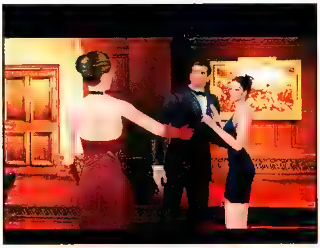
Metroid Prime
The biggest event of the gaming year is going to be the release of Metroid Prime. It's a visual masterpiece, experienced through the eyes of a galactic heroine.



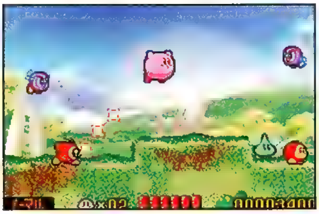
Need for Speed: Hot Pursuit 2
If you have a taste for Ferraris, Porsches and Lamborghinis, but you don't have a few extra hundred thou, watch for EA's sexy racer this fall.



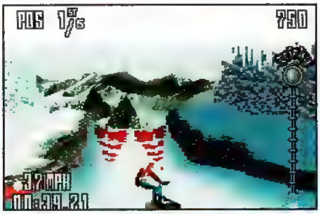
F-Zero (working title)
Sega and Nintendo are teaming up to deliver an arcade version of the futuristic racer that will also appear on the Nintendo GameCube.



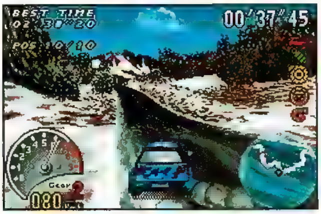
James Bond 007: NightFire
Bond is back, and he has the face of actor Pierce Brosnan for added bond-thenticity. You'll see his dapper mug in 10 action settings this fall.



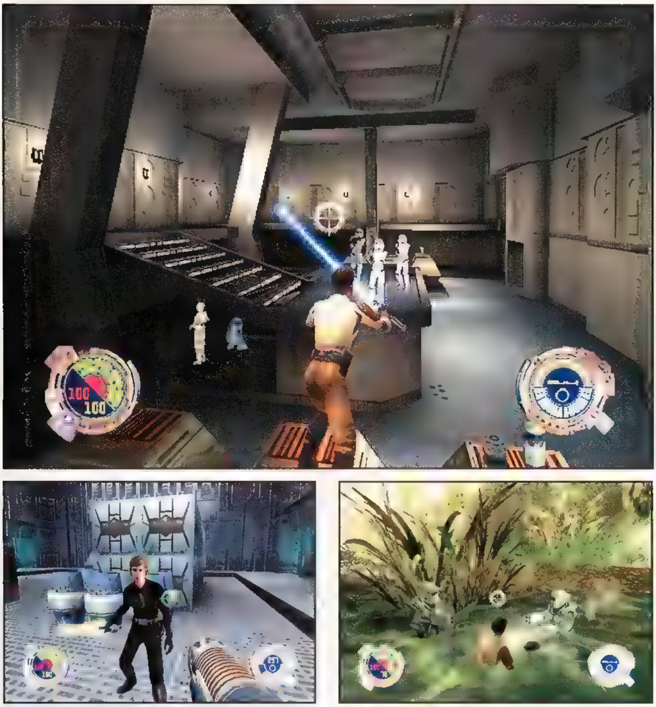
Kirby GBA (working title)
Kirby isn't just coming to television this fall—the pink punisher is also headed to Game Boy Advance in a new adventure.



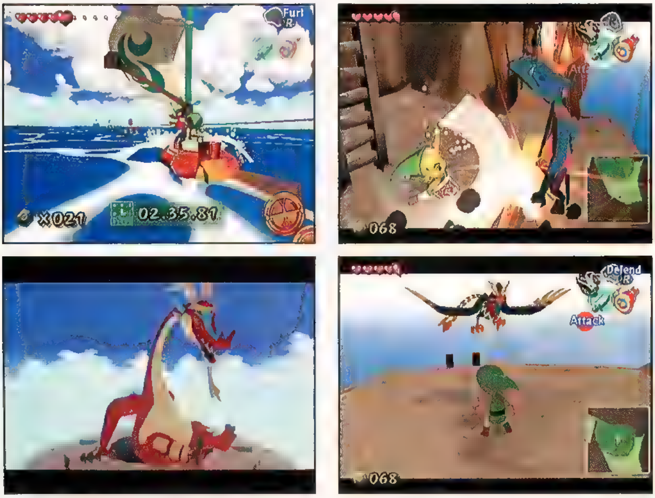
SSX Tricky
Don't expect the same speed and vertical drop in the GBA version of EA Big's classic snowboarder. But you will find big air and plenty of sick tricks.



V-Rally 3
The upcoming rally racer from Infogrames boasts perhaps the best 3-D graphics ever seen on the GBA. It's a fun racer, too.



***Star Wars* Jedi Knight II: Jedi Outcast**
Jedi Kyle Katarn may be an outcast from the Jedi Knights, but he's on a mission to save the galaxy. Whether you're firing a blaster or slashing with a lightsaber, the action is intense and the graphics rock.



The Legend of Zelda
From dragons to swordplay, Link's upcoming adventure for GCN will be a mix of classical and all-new Zelda features. This month, we've scored the latest pics of Link sailing, fighting and collecting goodies.

DEVELOPER PROFILE

For this month's profile, we turn to one of the most prolific GBA developers of the year. Rebellion is working on GBA versions of hit games from EA and Take 2, many of which will be released this fall season.

Developer: Rebellion
Location: Oxford, Great Britain
Founded: 1992
Respondent: Jason Kingsley, CEO and Creative Director

GW: What games are you working on?

JK: We are currently working on Need for Speed, F1 and Sim City. We have already completed Tiger Woods PGA Tour Golf, Medal of Honor: Underground, Midnight Club, Smuggler's Run and Snood on the Game Boy Advance for Destination Software.

GW: What is your company's philosophy of game development?

JK: Our basic philosophy is much the same as any other good developer—to create cutting-edge games that push the envelope of whatever system they're being developed for, and to provide the ultimate gaming experience for gamers who have spent their hard-earned cash on one of our titles. Beyond that, we make it a core philosophy of ours never to rule out any platform or genre of game, and have frequently surprised ourselves with just what can be achieved in areas we hadn't worked in before. For instance, I remember a number of years ago saying in an interview that we were unlikely to produce a golf game—at the time, it was not a genre that we could see ourselves going into. But things change, opportunities arise and now we have Tiger Woods on our résumé, a game I have to say I'm very proud of.

GW: In brief, can you describe the steps your company goes through to create a game?

JK: The process depends greatly on what sort of game it is, conversion or original, and what challenges the platform we are developing for offers us. Obviously, the main issue that has faced us with our GBA titles is converting major console titles into games that will fit onto a GBA cart without sacrificing any of what made the original game so good. Therefore, the first thing we do is play the original game through and work out what features can be transferred over to the GBA, while exploring what scope the GBA offers us for that particular title. After that, we formulate a fairly intricate design for the game, and then it's down to our programmers and artists to put it all together into a finished game. Before it's submitted to the publishers, we make sure the game is thoroughly tested and all the bugs are ironed out. There is, of course, much more to the process than that, but that is the essence.

GW: What would you predict for the future of gaming?

JK: More, bigger, faster and better! The games industry has grown over the last few years to the point that it's now a serious competitor to the film and video industry, and the growth of new technology, demonstrated by the current range of consoles and PCs, is phenomenal. This gives developers the scope to create ever more visually stunning games that have ever more complex game play features, with the assurance that there is a large, stable market for new titles.

GAME WATCH FORECAST

Developer Profile continued . . .

GW: What advice would you give to people who want to make games?

JK: Competition for jobs in the games industry is phenomenal, so it's vital that anyone who wants to get in is extremely dedicated and has the skills that games developers are looking for. The best thing to do is to sign on to a college course that can offer you training in the software packages that game programmers and artists tend to use, then approach games developers for internships to build up skills at the front line. As I mentioned, it's not worth considering a career in games unless you are absolutely committed, as it is a very demanding, though ultimately very rewarding, industry to be in.

GW: How would you describe your experience working on Game Boy Advance?

JK: We've been constantly surprised by how much power Nintendo has managed to cram into such a small unit and have found programming for the GBA a straightforward and enjoyable experience.

GW: What are the technical challenges you face when creating GBA versions of big console games, such as Smuggler's Run, Freekstyle and Medal of Honor?

JK: The main challenge is to work out a way of squeezing memory-intensive games that are designed for very powerful machines into the limited amount of memory the GBA can offer. This generally leads to the major decision as to whether we create a miniaturized version of the title in question, with broadly the same look and feel but in a smaller package, or start from scratch and create a completely new game based on the same concepts and story line. Both approaches are viable, and it just depends on the conversion in question as to which way we chose.

GW: What impact do you think Nintendo GameCube/Game Boy Advance connectivity will have on game development in the future?

JK: Undoubtedly, the impact of GBA/GCN connectivity will be substantial and will give developers the chance to create many ingenious features for future games. Similar ideas have been tried in the past on Dreamcast and PlayStation but were never really exploited as much as they could have been and never with a peripheral anywhere near as powerful as the GBA. Connectivity allows you to make certain aspects of your Nintendo GameCube titles portable, so, for example, it can allow you to develop your character or solve certain puzzles while you're sitting on the bus—rewarding you with extra features or areas next time you switch on your Nintendo GameCube.

GW: What play features do you hope to include in your upcoming version of SimCity 2000? What features might not make it into the GBA version?

JK: We can't really say at this stage precisely what features will be included in the GBA version of SimCity, just that we fully intend to make the experience as thoroughly involving as it is on the PC version.

NINTENDO GAMECUBE

1080°: WHITE STORM
AGGRESSIVE INLINE
ANIMAL CROSSING
AQUAMAN: BATTLE FOR ATLANTIS
ARMY MEN: AIR COMBAT "THE ELITE MISSIONS"
ARMY MEN: SARGE'S WAR
BATMAN: DARK TOMORROW
BATTLEBOTS
BLACK & BRUISED
BLOOD OMEN 2
BLOODRAYNE
BURNOUT 2: POINT OF IMPACT
BUTT-UGLY MARTIANS
CAPCOM VS. SNK2 EO
CASPER: SPIRIT DIMENSIONS
CONFLICT: DESERT STORM
CRASH BANDICOOT: THE WRATH OF CORTEX
CROUCHING TIGER, HIDDEN DRAGON
CUBIX ROBOTS FOR EVERYONE: SCRAMBLE
CUBIX ROBOTS FOR EVERYONE: SHOWDOWN
DARKENED SKYE
DAVE MIRRA FREESTYLE BMX3
DEFENDER
DINOTOPIA
DISNEY'S ALL-STAR SPORTS BASKETBALL
DISNEY'S ALL-STAR SPORTS FOOTBALL
DISNEY'S ALL-STAR SPORTS MOTOCROSS
DISNEY'S ALL-STAR SPORTS SKATEBOARDING
DISNEY'S ALL-STAR SPORTS SNOWBOARDING
DISNEY'S ALL-STAR SPORTS SOCCER
DISNEY'S MICKEY PARTY
DONKEY KONG RACING
DRAGON'S LAIR 3D
DR. MUTO
DUNGEONS AND DRAGONS HEROES
EGGMANIA: EGGSTREME MADNESS
ENCLAVE
E.T. THE EXTRATERRESTRIAL: SEARCH FOR DRAGORU
EVOLUTION SKATEBOARDING
EVOLUTION SNOWBOARDING
EVOLUTION WORLDS
FREAKY FLYERS
FROGGER CLASSIC
F-ZERO
GALLEON: ISLANDS OF MYSTERY
GLADIUS
GODZILLA: DESTROY ALL MONSTERS MELEE
GRAVITY GAMES BIKE: STREET. VERT. DIRT.
HARRY POTTER AND THE CHAMBER OF SECRETS
HARVEST MOON: A WONDERFUL LIFE
THE HAUNTED MANSION
HAVEN: CALL OF THE KING
HIDDEN INVASION
HIGH HEAT BASEBALL 2003
THE HOBBIT
HOT WHEELS: VELOCITY X
IMMORTAL WARRIOR
JAMES BOND: NIGHTFIRE
JIMMY NEUTRON: BOY GENIUS
JONNY MOSELEY MAD TRIX
KAMEO: ELEMENTS OF POWER
KELLY SLATER'S PRO SURFER
THE LEGEND OF ZELDA
LEGENDS OF WRESTLING II
THE LORD OF THE RINGS
MACE GRIFFIN: BOUNTY HUNTER
MARIO GOLF
MARIO PARTY 4
MARIO TENNIS
MARY KATE AND ASHLEY SWEET 16
MASTERS OF THE UNIVERSE: HE-MAN: POWER OF GRAYSKULL
MEDAL OF HONOR
METROID PRIME
MINORITY REPORT
MISSION: IMPOSSIBLE—OPERATION SURMA
MONOPOLY PARTY
MONSTERS, INC.
MORTAL KOMBAT: DEADLY ALLIANCE
MR. DRILLER
MX SUPERFLY
NASCAR HEAT 2
NASCAR THUNDER 2003
NBA 2K3
NBA BALLERS
NCAA BASKETBALL 2K3
NCAA FOOTBALL 2K3
NEED FOR SPEED: HOT PURSUIT 2
NHL 2K3
NHL HITZ 20-03
NICKELODEON PARTY BLAST
OUTLAW GOLF
PHANTASY STAR ONLINE EPISODE I&II
PIRATES OF THE CARIBBEAN
P.K DUCK
THE POWERPUFF GIRLS
PROJECT BG&E
RALLY FUSION: RACE OF CHAMPIONS
RAYMAN 3: HOODLUM HAVOC
REIGN OF FIRE
RESIDENT EVIL 2
RESIDENT EVIL 3
RESIDENT EVIL ZERO
RISK
ROBOTECH: BATTLE CRY
ROCKET POWER: BEACH BANDITS
ROCKY
ROLLING
RTX RED ROCK
RUGRATS ROYAL RANSOM
SCOOBY-DOO! NIGHT OF 100 FRIGHTS
SHAUN MURRAY'S PRO WAKEBOARDER
SHREK: EXTRA LARGE
SONIC ADVENTURE (WORKING TITLE)
SONIC: MEGA COLLECTION
SNOOD
SOUL CALIBUR II
SPONGEBOB SQUAREPANTS: REVENGE OF THE FLYING DUTCHMAN
SPYRO: ENTER THE DRAGONFLY
STAR FOX ADVENTURES
STAR WARS: BOUNTY HUNTER
STAR WARS JEDI KNIGHT II: JEDI OUTCAST
STAR WARS: THE CLONE WARS
SUPER MONKEY BALL 2
SWINGERZ GOLF
TAZ: WANTED
TIMESPLITTERS 2
TINY TOON: DEFENDERS OF THE UNIVERSE
TOM CLANCY'S SPLINTER CELL
TONY HAWK'S PRO SKATER 4
TOP GUN: COMBAT ZONES
TOXIC GRIND
TUROK: EVOLUTION
TY THE TASMANIAN TIGER
VEXX
WARIO WORLD
WHIRL TOUR
WORMS BLAST
WRESTLEMANIA X8
XIII
X-MEN: NEXT DIMENSION
X-MEN: WOLVERINE'S REVENGE
ZAPPER
ZOOCUBE

GAME BOY ADVANCE

A SOUND OF THUNDER
AERIAL ACES
AIR FORCE DELTA STORM
ALL-STAR BASEBALL 2003
ALTERED BEAST
AN AMERICAN TAIL: FIEVEL'S GOLD RUSH
BACKYARD FOOTBALL
BALDUR'S GATE
BANJO KAZOOIE: GRUNTY'S REVENGE
BARBIE GROOVY GAMES
BUFFY THE VAMPIRE SLAYER
CAR BATTLER JOE
COLIN MCRAE RALLY 2.0
CONTRA ADVANCE
CRAZY CHASE
CRAZY TAXI
CREATURES
CUBIX ROBOTS FOR EVERYONE: SHOWDOWN
CUSTOM ROBO GX
DAVID BECKHAM SOCCER
DEFENDER OF THE CROWN
DIDDY KONG PILOT
DISNEY'S TREASURE PLANET
DK COCONUT CRACKERS
DUNGEONS & DRAGONS: EYE OF THE BEHOLDER
ECKS VS. SEVER 2
EVOLUTION SKATEBOARDING
FAMILY TENNIS ADVANCE
FAMITSA ADVANCE
FINAL FANTASY TACTICS
FIRE PRO WRESTLING 2
FREEKSTYLE
FROGGER CLASSIC
GALIDOR: DEFENDER OF THE OUTER DIMENSION
GAME & WATCH GALLERY 4
GOLDEN SUN: THE LOST AGE
HAMTARO*
HARRY POTTER AND THE CHAMBER OF SECRETS
HOT WHEELS
KIRBY GBA
KURURIN PARADISE
THE LAND BEFORE TIME
LARA CROFT TOMB RAIDER: THE PROPHECY
THE LEGEND OF ZELDA: A LINK TO THE PAST
LEGO SOCCER MANIA
LILO AND STITCH
THE LORD OF THE RINGS, PART I
THE LORD OF THE RINGS, THE TWO TOWERS
METROID FUSION
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MLB SLUGGERS 20-03
MONSTER TRUCK MADNESS 2.0
MORTAL KOMBAT: DEADLY ALLIANCE
MR. DRILLER ACE
THE MUMMY
NEED FOR SPEED
NFL BLITZ 20-03
NHL HITZ 20-02
NICKELODEON PARTY BLAST
ODDWORLD: MUNCH'S ODDYSEE
PAINTBALL
PHANTASY STAR COLLECTION
POWER RANGERS WILD FORCE
RAYMAN 2*
RAYMAN 3
ROAD RASH
ROBOTECH: THE MACROSS SAGA
ROCKET POWER: BEACH BANDITS
RUGRATS I GOTTA GO PARTY
SAMURAI JACK
SCOOBY-DOO! THE MOVIE
SECRET AGENT BARBIE: THE ROYAL JEWELS MISSION
SEGA SMASH PACK
SHAUN MURRAY'S PRO WAKEBOARDER
SIMCITY 2000
THE SIMPSONS: ROAD RAGE
SMUGGLER'S RUN
SOCCER KID
SONIC ADVANCE 2
SPACE CHANNEL 5
SPONGEBOB SQUAREPANTS: REVENGE OF THE FLYING DUTCHMAN
SPY KIDS 2: ISLAND OF LOST DREAMS
SPYRO 2: SEASON OF FLAME
SSX TRICKY
STREET FIGHER 3 ALPHA
SUPER GHOULS 'N GHOSTS
SUPERMAN
SUPER MONKEY BALL
TALES OF PHANTASIA
TALES OF THE WORLD: NARIKIRI DUNGEON 2
TINY TOON ADVENTURES: SCARY DREAMS
TINY TOON ADVENTURES: WACKY STACKERS
ULTIMATE BRAIN GAMES
URBAN YETI
V-RALLY 3
VIRTUA TENNIS
WALT DISNEY'S THE JUNGLE BOOK
WILD THORNBERRYS: THE MOVIE
WING COMMANDER
WINGS ADVANCE
WOODY WOODPECKER IN CRAZY CASTLE 5
X-BLADEZ: INLINE SKATER
X-MEN: WOLVERINE'S REVENGE
YOSHI'S ISLAND: SUPER MARIO ADVANCE 3
YOSHI'S STORY
YU-GI-OH! DUNGEON DICE MONSTERS ADVANCE
YU-GI-OH! THE ETERNAL DUELIST SOUL
ZAPPER

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST
*GAME BOY COLOR GAMES

HIGH-FLYING FREESTYLE
MX SuperFly™
FEATURING
RICKY CARMICHAEL
RACE FAST.
JUMP HIGH.
HOLD ON.
#1 RIDER RICKY CARMICHAEL

EVERYONE
E
CONTENT RATED BY ESRB
Mild Lyrics

PlayStation®2

GAMECUBE

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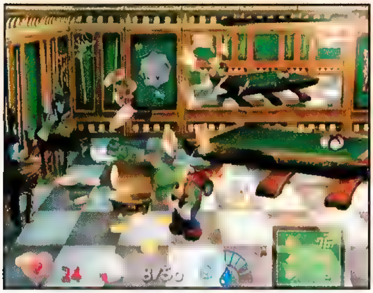
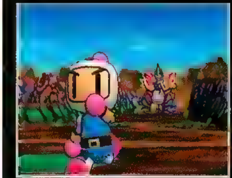
SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendo.com. We'll print the funniest lines in the November issue!



Whew! I finally have enough money to take a vacation! Mario? I thought you were stuck in a painting! Gimme back my money!

YOUR SCREEN TEST CAPTIONS



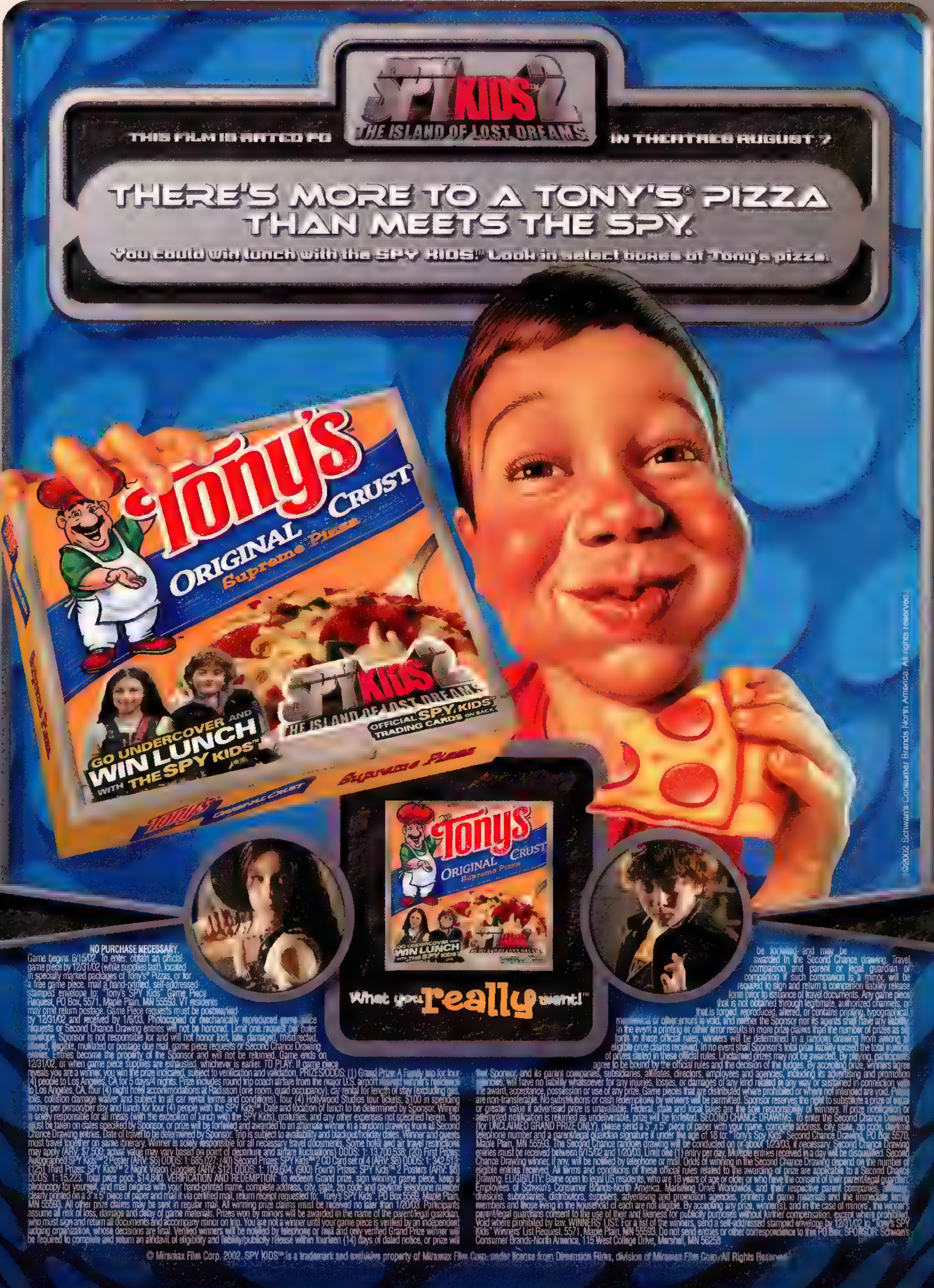
Our line was "This circus is so not the bomb! I want my money baaaack!" Here are some of your best lines:

Any time now, Max!—*David Bergeron*
This is the last time I use a dating service.—*Gary Kaufman*
You know, I'd be screaming if I had a mouth. —*Big_N*
You wait there! I'll go get some paint remover!—*Courtney*
Okay! That's the last time I believe anyone when they say you can milk an elephant!—*Jason Roberts*
And Bomberman thought that the silly outfit was the worst part of the job . . .—*Jason Tabirall*
Dear God! The Umbrella Corporation has done it again! —*Eddie Diaz*
I thought a makeover would make him, you know, happy. —*Deanna Koverman*
Bomberman wasn't quite prepared for the Evil Elephant Clown of Doom.—*Sean Dudley*
Man, this is the worst Chinese New Year I've ever been to. —*Sean Reagan*
Are those your ears or did someone throw a bomb in your mouth?—*Kraken*
Mom, I honestly don't think that Ben liked your homemade bomb cookies!!!!!!!!!!!!—*Chris Cox*
Boy, my new track coach needs to lighten up.—*Hyliar*
I knew I shouldn't have eaten those tie-dyed peanuts! —*Paul Giacchetto*
I've got fire bombs, ice bombs and water bombs, but no breathmint bombs!!—*Charlie*
The ice cream man is HERE!! The ice cream man is HERE!!—*Andrew Shackley*
I knew this "race for $400" thing had a catch!—*Philip Athans*

TRAPPED IN HYPERSPACE

Nintendo fans have plenty of reasons to tune in to Toonami during the week of September 16-20, when Toonami's host, TOM, and his ship, *The Absolution*, get trapped in hyperspace by a mysterious enemy. Viewers get to participate in the event by watching Toonami then logging on to www.toonami.com to help TOM save his ship. Also, great Nintendo prizes will be given out as part of a tie-in sweepstakes. And finally, famous faces from the world of Nintendo just might stop by on TV and online . . .

TRAPPED IN HYPERSPACE


SPY KIDS 2
THE ISLAND OF LOST DREAMS
Tony's
ORIGINAL CRUST
Supreme Pizza
SPY KIDS 2 THE ISLAND OF LOST DREAMS
OFFICIAL SPY KIDS TRADING CARDS ON BACK
GO UNDERCOVER AND WIN LUNCH WITH THE SPY KIDS™
Tony's Original Crust
Supreme Pizza

THIS FILM IS RATED PG

IN THEATRES AUGUST 7

THERE'S MORE TO A TONY'S® PIZZA THAN MEETS THE SPY.

You could win lunch with the SPY KIDS.™ Look in select boxes of Tony's pizza.

What you **really** want!™

NO PURCHASE NECESSARY. Game begins 6/15/02. To enter, obtain an official game piece by 12/31/02 (while supplies last), located in specially marked packages of Tony's® Pizzas, or for a free game piece, mail a hand-printed, self-addressed stamped envelope to: "Tony's SPY Kids" Game Piece Request, PO Box, 5571, Maple Plain, MN 55593. VT residents may omit return postage. Game Piece requests must be postmarked by 12/31/02 and received by 1/6/03. Photocopied or mechanically reproduced game piece requests or Second Chance Drawing entries will not be honored. Limit one request per outer envelope. Sponsor is not responsible for and will not honor lost, late, damaged, misdirected, altered, illegible, mutilated or postage due mail, game piece requests or Second Chance Drawing entries. Entries become the property of the Sponsor and will not be returned. Game ends on 12/31/02, or when game piece supplies are exhausted, whichever is earlier. TO PLAY: If game piece reveals you are a winner, you win the prize indicated, subject to verification and validation. PRIZES/ODDS: (1) Grand Prize: A Family trip for four (4) people to Los Angeles, CA for 5 days/4 nights. Prize includes round trip coach airfare from the major U.S. airport nearest winner's residence to Los Angeles, CA, four (4) night hotel accommodations at Radisson (one room, quad occupancy), car rental for length of stay (excluding gas, tolls, collision damage waiver and subject to all car rental terms and conditions), four (4) Hollywood Studios tour tickets, $100 in spending money per person/per day and lunch for four (4) people with the SPY Kids™. Date and location of lunch to be determined by Sponsor. Winner is solely responsible for all meals (with the exception of lunch with the SPY Kids), gratuities, and any other expenses not specified herein. Trip must be taken on dates specified by Sponsor, or prize will be forfeited and awarded to an alternate winner in a random drawing from all Second Chance Drawing entries. Date of travel to be determined by Sponsor. Trip is subject to availability and blackout/holiday dates. Winner and guests must travel together on same itinerary. Winner is solely responsible for all necessary travel documents. Some hotel and air travel restrictions may apply (ARV: $7,500; actual value may vary based on point of departure and airfare fluctuations) ODDS: 1: 13,700,538; (20) First Prizes: Autographed SPY Kids™ 2 Poster (ARV: $6) ODDS: 1: 685,027; (40) Second Prizes: SPY Kids™ 2 CD Card set of 4 (ARV: $8) ODDS: 1: 342,513; (125) Third Prizes: SPY Kids™ 2 Night Vision Goggles (ARV: $12) ODDS: 1: 109,604; (900) Fourth Prizes: SPY Kids™ 2 Posters (ARV: $6) ODDS: 1: 15,223. Total prize pool: $14,840. VERIFICATION AND REDEMPTION: To redeem Grand prize, sign winning game piece, keep a photocopy for yourself, and mail original with your hand-printed name, complete address, city, state, zip code and daytime telephone number clearly printed on a 3" x 5" piece of paper and mail it via certified mail, return receipt requested to: "Tony's SPY Kids", PO Box 5569, Maple Plain, MN 55593. All other prize claims may be sent in regular mail. All winning prize claims must be received no later than 1/20/03. Participants assume all risk of loss, damage and delay of game materials. Prizes won by minors will be awarded in the name of the parent/legal guardian, who must sign and return all documents and accompany minor on trip. You are not a winner until your game piece is verified by an independent judging organization, whose decisions are final. Verified winners will be notified by telephone or mail and only verified Grand Prize winner will be required to complete and return an affidavit of eligibility and liability/publicity release within fourteen (14) days of dated notice, or prize will be forfeited and may be awarded in the Second Chance drawing. Travel companion and parent or legal guardian of companion if such companion is a minor, will be required to sign and return a companion liability release form prior to issuance of travel documents. Any game piece that is not obtained through legitimate, authorized channels, or that is forged, reproduced, altered, or contains printing, typographical, mechanical or other errors is void, and neither the Sponsor nor its agents shall have any liability. In the event a printing or other error results in more prize claims than the number of prizes as set forth in these official rules, winners will be determined in a random drawing from among all eligible prize claims received. In no event shall Sponsor's total prize liability exceed the total number of prizes stated in these official rules. Unclaimed prizes may not be awarded. By playing, participants agree to be bound by the official rules and the decision of the judges. By accepting prize, winners agree that Sponsor and its parent companies, subsidiaries, affiliates, directors, employees and agencies, including its advertising and promotion agencies, will have no liability whatsoever for any injuries, losses, or damages of any kind related in any way or sustained in connection with the award, acceptance, possession or use of any prize. Game pieces that are distributed where prohibited or where not intended are void. Prizes are non-transferable. No substitutions or cash redemptions by winners will be permitted. Sponsor reserves the right to substitute a prize of equal or greater value if advertised prize is unavailable. Federal, state and local taxes are the sole responsibility of winners. If prize notification or attempted notification is returned as undeliverable, prize will be forfeited. SECOND CHANCE DRAWINGS: To enter the Second Chance Drawing (for UNCLAIMED GRAND PRIZE ONLY), please send a 3" x 5" piece of paper with your name, complete address, city, state, zip code, daytime telephone number and a parent/legal guardian signature if under the age of 18 to: "Tony's Spy Kids" Second Chance Drawing, PO Box 5570, Maple Plain, MN 55593. The Second Chance random drawing will be conducted on or about 1/23/03, if necessary. Second Chance Drawing entries must be received between 6/15/02 and 1/20/03. Limit one (1) entry per day. Multiple entries received in a day will be disqualified. Second Chance Drawing winner, if any, will be notified by telephone or mail. Odds of winning in the Second Chance Drawing depend on the number of eligible entries received. All terms and conditions of these official rules related to the awarding of prize are applicable to a Second Chance Drawing. ELIGIBILITY: Game open to legal US residents, who are 18 years of age or older or who have the consent of their parent/legal guardian. Employees of Schwan's Consumer Brands-North America, Marketing Drive Worldwide, and their respective parent companies, affiliates, divisions, subsidiaries, distributors, suppliers, advertising and promotion agencies, printers of game materials and the immediate family members and those living in the household of each are not eligible. By accepting any prize, winner(s), and in the case of minors', the winner's parent/legal guardians consent to the use of their and likeness for publicity purposes without further compensation, except where prohibited. Void where prohibited by law. WINNERS' LIST: For a list of the winners, send a self-addressed stamped envelope by 12/31/02 to: "Tony's SPY Kids" Winners' List Request, 5571, Maple Plain, MN 55593. Do not send entries or other correspondence to this PO Box. SPONSOR: Schwan's Consumer Brands-North America, 115 West College Drive, Marshall, MN 56258

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BIGGIE MARIO

This month, Wendy's restaurants in the U.S. and Canada will be featuring supersweet Super Mario toys in its Kids' Meals. Five different and exceptionally well-made Mario toys will be available. Visiting Wendy's will almost be like taking a trip to the Mushroom Kingdom, what with Mario's mug decorating the Kids' Meal bags, tray liners and stuff. The toy promotion runs until mid-October, or while supplies last. Go to www.wendyskids.com for more information.

MARIO
Wendy's
SUPER MARIO ADVANCE

TRAINING THE NINTENDO STREET TEAM

Thousands of gamers in search of the "Ultimate Summer Job" auditioned for the Nintendo Street Team, an elite crew of Nintendo fans. Trained and certified at Nintendo Boot Camp, the lucky recruits will be demonstrating new games and handing out Nintendo goodies at fairs, concerts and other events in Atlanta, Boston, Chicago, Dallas, Los Angeles and Seattle. Visit www.nintendostreetteam.com for more info.

WAVEBIRD
WIRELESS CONTROLLER

For two days, the Nintendo Street Team members trained at Nintendo Boot Camp. Their grueling schedule included timed challenges, such as linking up four GBAs as quickly as possible.

STREET TALK

JORDAN MASON

"I'm the best gamer I know. In fact, I watched *The Wizard* and I'm better than . . . What's his name? Jimmy. I'm better than that guy."

STEPHEN PELLETIER

"Does this mean that I get my own poster on the back of a full-color map? That'd be awesome."

With Mario cheering them on, the Nintendo Street Team members had to prove their skills by tossing Kirby balls and other Nintendo merchandise into a basketball hoop.

After successfully completing obstacle courses, trivia drills and other training exercises, the Seattle members of the Nintendo Street Team celebrated their graduation with their new boss, Mario.

JSS Championship Invite
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$1000 Scholarship
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If you're a **Magic: The Gathering**® player 15 or under, then you owe it to yourself and your game to try a Junior Super Series™ Challenge near you. You'll get a premium card just for playing. Plus, you could win free **Magic**® cards for a year, a $1,000 college scholarship, and an invite to the JSS Championship, with prizes including $100,000 in college scholarships.

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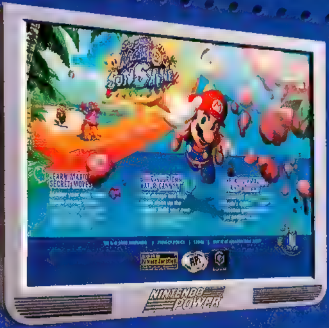
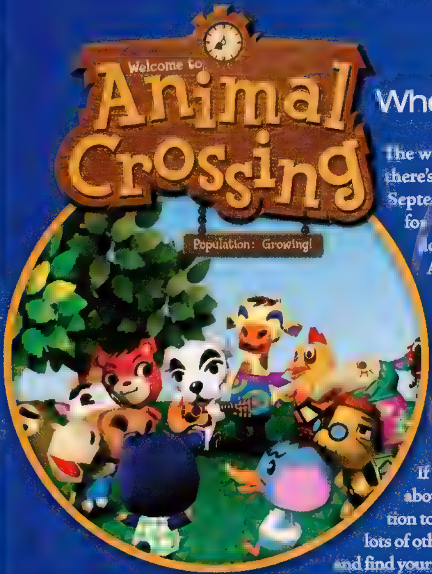


The design mock-up of the Super Mario Sunshine website should whet your whistle until the real deal launches.

Fans hoping to soak up a little Super Mario Sunshine before the whopping-huge game hits stores in August should sail to the game's website, which launches in late August. Get your fill of everything you need to know about Mario's big splash on the GCN: screen shots, game info, movies, Mario moves and more.

While you're at the website, you'll get a sample of Super Mario Sunshine's game play. In the game, Mario uses FLUDD (Flash Liquidizing Ultra Dousing Device) to clean up gunk that's splooshed all over a tropical island. At the website, you can be part of Mario's cleanup crew—gear up with FLUDD and wash gunk off all of the website's pages. As you spray down the pages, FLUDD's water level will decrease while your Shine Meter increases. When you're 100% complete, you'll be rewarded with a special prize. Plunge into the challenge!

animal-crossing.com



Where the Wild Things Are

The world of Animal Crossing keeps turning. Morning, noon or night, there's always something happening. When the game launches in mid-September, the Animal Crossing online newspaper will also be there for you, dishing all the latest news and gossip about what's going down in towns everywhere. It's the official publication of the Animal Crossing world, written and read by its animal and human citizens, and that includes you!

Like all great online newspapers, the Animal Crossing website will have the sections that matter to you most—whatever your tastes—including news, lifestyle, entertainment, travel, outdoors, arts & music and other sections. If you're part of the Animal Crossing world, you'll find an ever-changing source of news you can use.

If you aren't yet a part of it and you're wondering what all the buzz is about, there's no better place to feel like you're a part of the crowd. In addition to all of the online newspaper stories, you'll discover reader forums and lots of other community areas. So catch the connection to animal-crossing.com and find your way through the World Wide Woods to your brand-new life!

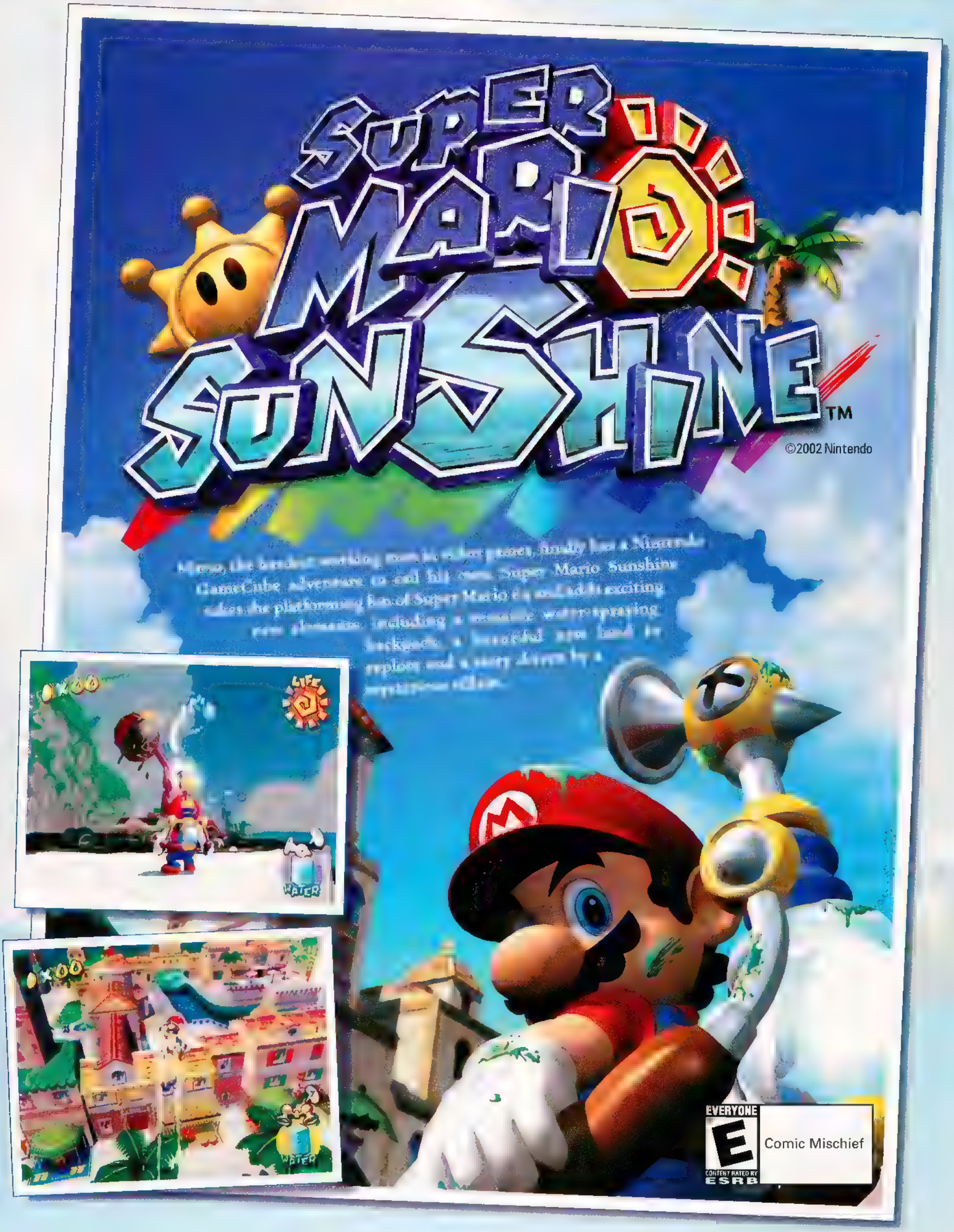
WANT TO GET A JUMP ON THE LATEST, GREATEST NINTENDO WEBSITES ABOUT TO BREAK ONTO THE INTERNET SCENE? STAY TUNED FOR MORE UPCOMING ONLINE DEVELOPMENTS AND BE AMONG THE FIRST AT THE HEART OF THE ACTION.

CRASH. CUBED.
Game Boy® Advance.
NINTENDO GAMECUBE.
UNIVERSAL INTERACTIVE
EUROCOM ENTERTAINMENT SOFTWARE
EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence
CRASH BANDICOOT THE WRATH OF CORTEX

Special delivery, one Bandicoot. The Wrath of Cortex comes to Nintendo GameCube. With super-fast load times, explosive action and Game Boy® Advance connectivity, Crash is breaking out of the Cube.

crashbandicoot.com

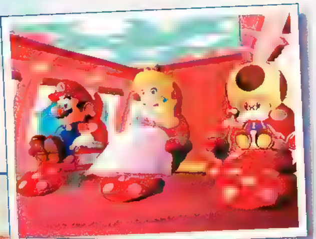
THE SUN NEVER SETS ON MARIO'S DAZZLING NEW ADVENTURE.


SUPER MARIO SUNSHINE™
©2002 Nintendo
LIFE
WATER
EVERYONE
E
CONTENT RATED BY ESRB
Comic Mischief

Mario, the hardest working man in video games, finally has a Nintendo GameCube adventure to call his own. Super Mario Sunshine takes the platforming fun of Super Mario 64 and adds exciting new elements, including a versatile water-spraying backpack, a beautiful new land to explore and a story driven by a mysterious villain.

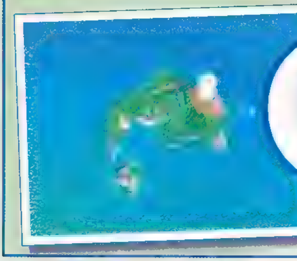
MARIO'S ISLAND GETAWAY

When Super Mario Sunshine begins, Mario and Peach are aboard an airplane headed to Isle Delfino, a majestic tropical paradise, for a long-deserved vacation. The travelers are accompanied by Toadsworth, a royal retainer of the Princess's.



ISLE DELFINO

Mario and Peach's destination is the interestingly shaped resort island known as Isle Delfino. The vacation spot is admired for its beautiful beaches, sunny weather and bounty of fruits and seafood, which is of particular interest to the pudgy plumber.



You'll learn lots about Isle Delfino, not to mention Mario's vacation fantasies, as you watch the opening cinema of Super Mario Sunshine. While Mario daydreams, Peach is alert to everything that's going on around them.

TROPICAL TROUBLE

Mario's sweet daydreams of rest, relaxation and restaurants are interrupted by the harsh landing Peach's plane has to make at Delfino Airstrip. The plane skids to a stop a short distance from a blob of goopy, paintlike pollution that's covering the strip. Mario, Peach and Toadsworth deplane to see what's going on.

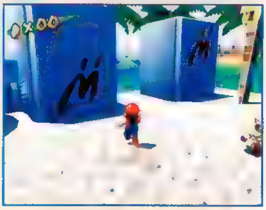
A Trick of the Heat?

As Mario, Toadsworth and other Toad retainers look at the goop, Peach sees a figure through the shimmering heat. The figure looks a lot like... Mario? How could that be? Who is that person?

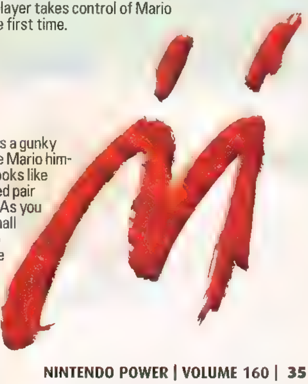
Toadsworth's Request

Peach's loyal butler, Toadsworth, is worried about the Princess's well-being in the sweltering heat. He asks Mario to take a look around, which is when the player takes control of Mario for the first time.

A Polluted Portrait, a Strange Signature and a Bizarre Backpack

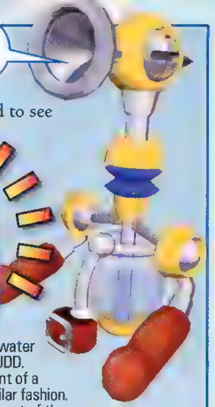


Directly in front of Mario is a gunky picture that looks a bit like Mario himself. The signature, too, looks like both an "M" and a scribbled pair of eyes and a moustache. As you guide Mario around the small Airstrip, be sure to talk to everyone you meet. At the end of the strip you'll find FLUDD, and it will introduce itself to you.



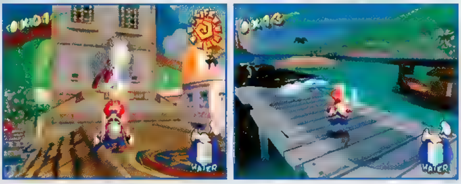
FLUDD FLASH

FLUDD STANDS FOR FLASH LIQUIDIZING ULTRA DOUSING DEVICE.



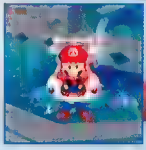
FLUDD gives you a short lesson on its initial functions and uses. You can replay the movie if you need to see the instructions again. The best way to learn about FLUDD's functions is to try them out yourself.

Squirt Nozzle



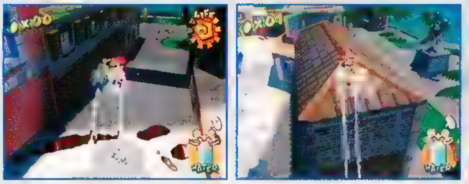
Hold down the R Button completely to squirt water at enemies and graffiti from a standing position, and use the Control Stick to direct the water. If you click halfway down on R, you can run and squirt at the same time. Hit Y to squirt water from a stationary position with an over-the-shoulder view.

Free Refills



Jump into any body of water and press R to refill FLUDD. You can also refill in front of a spray of water in a similar fashion. Just place yourself in front of the water spray to fill up.

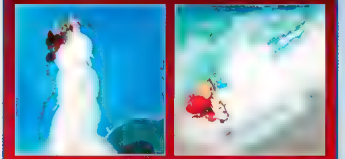
Hover Nozzle



Use X or R to switch to the Hover Nozzle, which you can use to hover over the ground and move through the air. Clean pollution as you skim above it on jets of water or just sail high in the air—all you have to do is leap from a high spot and hover.

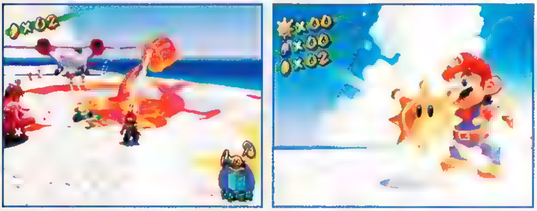
LATER

Future Upgrades



Upgrades for FLUDD include the Rocket Nozzle, which shoots you straight up and high into the air on a jet of pressurized water, and the Turbo Nozzle, which works on land or in the water for a turbo boost with hard-to-control speed.

The First Shine Sprite Comes down the Runway



After you pick up FLUDD, take it back to the orange-and-pink graffiti on the ground and spray the center until a paint-covered Piranha Plant emerges from the goop. When the plant opens its mouth, shoot some water in it. Water the plant three times to destroy it and free your first Shine Sprite.

TRIAL PERIOD

Even after cleaning up Delfino Airstrip, Mario is accused of creating the graffiti that is ruining the health and beauty of Isle Delfino, mostly because of his resemblance to a police artist's sketch of the perpetrator. As his punishment, Mario is sentenced to clean up the entire island!

When Isle Delfino was a cleaner place, the Shine Sprites, the island's main source of power, would gather at the Shine Gate.

SUPER MARIO SKILLS

Many of Mario's moves will be familiar to anyone who has played Super Mario 64. Even if you haven't played that game, you'll soon be jumping and flipping with ease. The controls are easy to learn and remember.

Jumping Joys

Quickly and firmly hit any direction, then hit A to do a high-flying Side Somersault. It can help to move briefly in the opposite direction then quickly double back. Jump three times in a row with A to perform a Triple Jump. Swirl the Control Stick, then jump with A to do a high-flying Spin Jump. Press R to add a spray of water to any jump.

Walking the Tightropes

In many areas around Isle Delfino, there are bouncy ropes strung between buildings and platforms. You can walk across the ropes or bounce on them by hitting A. When you're standing on a rope, hit B to grab it with your hands, then hit the R Button to swing around it. Let go with B to fly through the air.

Climb to the Top

Mario can climb trees and poles. Jump toward the tree or pole then land on it to make Mario grip it. Use the Control Stick to move around.

Picking Up the Pieces

When you're close to a barrel, fruit or other object you suspect you can lift, hit the B Button to pick it up, and hit B again when you want to drop it. If you want to throw something, walk or run with it in your hands, then hit B.

Wall Kick

Mario can jump off walls to propel himself upward. He can also jump between two close walls to scale ever higher. Run, jump or somersault to a wall, then hit A as you connect with it to jump up and off the wall.

Pound the Ground

You can stomp boxes, enemies and other things with the Ground Pound move. Jump in the air with A, then hit L to pound the ground. Many boxes will break under the pressure of such an attack.

Slide Show

To send Mario sliding on his tummy, a funny move that also covers ground a bit faster than running, run in any direction, then hit B. Hit B repeatedly to continue sliding, or combine the move with jumps to tumble across the ground.

Water Follies

When in the water, hit B to swim straight down into the depths. A brings you to the surface. You can swim across the surface of the water with A or with a combo of the Hover Nozzle and A.

Washing Up

If Mario is covered in the polluted paint, jump into the water to remove it, or perform a Spin Jump or two to shake it off.

LATER

Yoshi's Story

Later in the game, you'll get an opportunity to save a Yoshi Egg from the false Mario. Feed the egg the fruit it requests, and you can ride Yoshi! Yoshi squirts juice, jumps and uses his tongue to eat things.

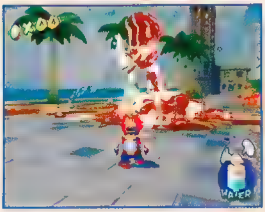
CLEAN UP

Mario can't leave Isle Delfino until he has cleaned up the entire resort. After his time in court, Mario will find himself in Delfino Plaza, where there is quite a bit of pollution to wash away.

UNPAINT THE TOWN

The police officers will tell you where to find the goop, but it's not very tough to locate. Pay attention at the beginning of each area, when the camera pans over to where you need to be.

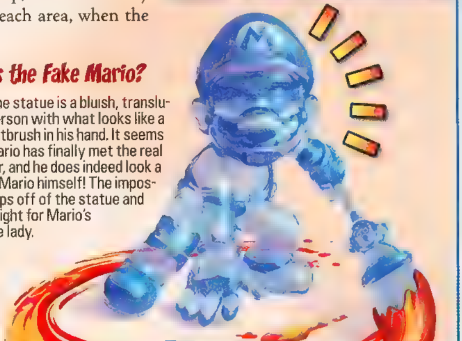
Another Pesky Paint-Polluted Piranha Plant



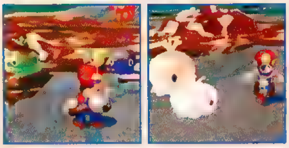
The big brown-and-white puddle conceals a Piranha Plant. You'll take care of it the same way you washed the first one out of your hair—spray the center of the puddle, then spray water into the open mouth of the plant. After three shots of water, the plant will recede and a statue will appear in its place.

Who's the Fake Mario?

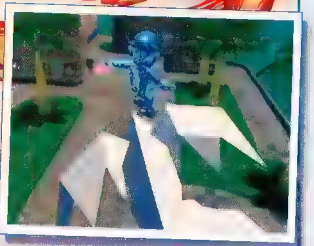
Atop the statue is a bluish, translucent person with what looks like a big paintbrush in his hand. It seems that Mario has finally met the real polluter, and he does indeed look a lot like Mario himself! The impostor jumps off of the statue and heads right for Mario's favorite lady.



Your Nasty New Neighbors



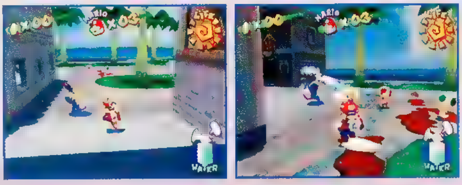
Unlike the relative calm of the first puddle of paint, the brown-and-white puddle produces some nasty by-products—transparent bubble creatures who'll try to attack you whenever they can. They'll moan and flash white when they're about to jump on Mario. Run away or spray them with water.



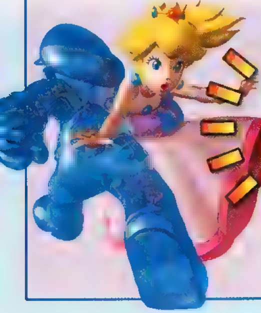
SAVE THE PRINCESS

While lots of new things happen in Super Mario Sunshine, some things never change. Poor Princess Peach is taken hostage by the mysterious Mario look-alike, and it's up to the real Mario to rescue her—with a little help from FLUDD.

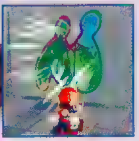
Into the Spray



The Mario-ish polluter grabs Peach and begins to run around Delfino Plaza with her slung over his shoulder. Run after the imposter with FLUDD, spraying water as you run. You'll know you're hitting your target if you see him flash red. After you've doused him with enough water, he'll drop Peach.



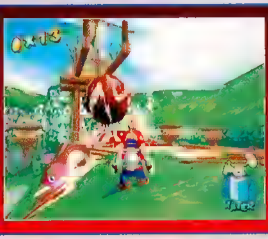
The Writing on the Wall



The ersatz Mario will lead you on another short chase back to the statue. Before you can stop him, he'll paint a puffy "M" shape on the pedestal and jump through it.

LATER

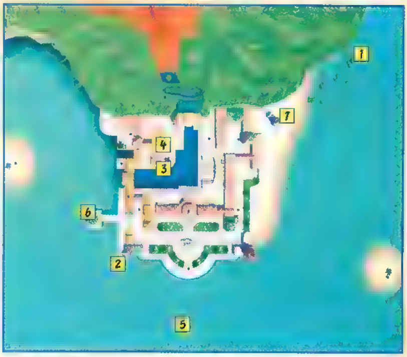
Bianco Hills



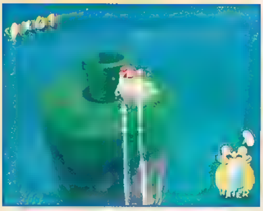
Spray the graffiti with a blast of water to open the gateway to Bianco Hills, the first world you'll be able to visit. You can do this immediately after the fake Mario paints the "M," and we'll cover the world in next month's issue.

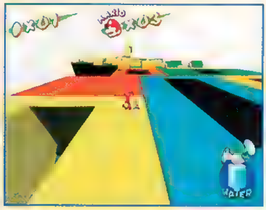
LET THE SUNSHINE IN

Delfino Plaza is the hub that you'll use to travel to lots of fabulous yet polluted worlds. But before you take off for parts unknown, you should search for the well-hidden Shine Sprites in the plaza.



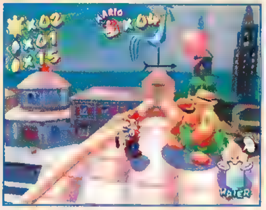
1 The Secret of Delfino Plaza

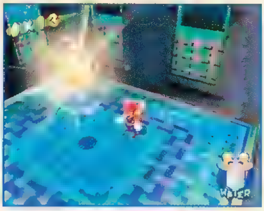




Head over to the tall mini-islands near the lighthouse. Use the Hover Nozzle and a few of your best jumps to fly up to the Warp Pipe on the highest mini-island. Inside, you'll find the first of many strange platforming areas. Use FLUDD and jump to regulate your slide down the perilous platform to the Shine Sprite at the very end.

3 Change Your Destiny with a Single Coin



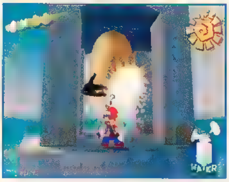


Head to the rooftops again and talk to the man with the hat and moustache. If you pay him a coin, he'll toss you through a window and into a building with a Shine Sprite. You may have to try several times before the man throws you correctly.

5 The Price Is Right

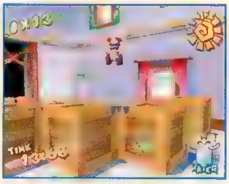
If you can manage to find 100 coins while the boats are running in Delfino Plaza, you'll earn a Shine Sprite. Search everywhere for coins. Spray open windows, wanted posters and birds for hidden coins. Many coins are located in the tunnels (see page 40 for the tunnel map).

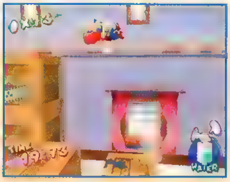
2 Washing Bell



Locate the building diagonally across from the bell tower and climb until you're standing next to the flag. Hover to the bell tower, then wash the bell from several angles. Hover to the building directly across from the bell tower and use the underground pipe system to reach the Shine Sprite.

4 Smash the Crates and Win Some Prizes





Enter the doorway to take a crate-smashing challenge. Climb atop the crates, then Ground-Pound them until none remain. If you can complete the task within the time limit, you'll win a Shine Sprite. Return immediately for a slightly harder smashing challenge to win a second Shine Sprite.

LATER

6 Ricco Harbor

After you've collected three Shine Sprites, you'll see a short cut scene that shows a puddle of goo where the boathouse ought to be. Clean up the pollution and battle the baddie to reveal the entrance to Ricco Harbor.

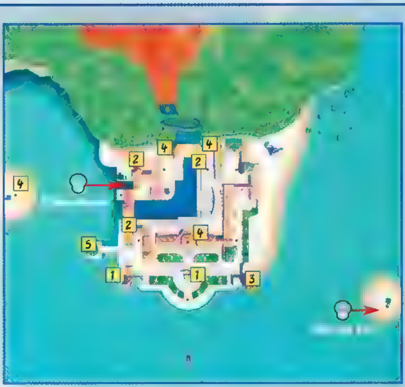
LATER

7 Gelato Beach

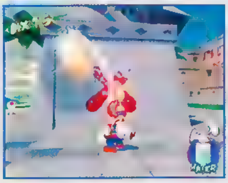
Once five Shine Sprites are in your possession, you'll learn that the lighthouse has fallen prey to the icky paint goop. Clean it up and battle another bad guy to gain entrance to Gelato Beach.

GETTING THE BLUES

You'll sometimes find Blue Coins out in the open, but just as often, they're hidden in very sneaky ways. Whether hidden or obvious, Blue Coins are everywhere, and they'll buy you lots of Shine Sprites.

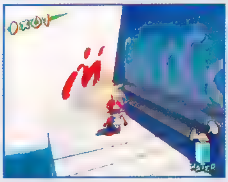


1 X Marks the Spot . . . and the Other Spot



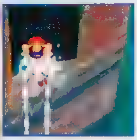
You'll often see a shape painted on a wall or item—for example, the "X" on the base of the Plaza's statue, marked 1 on the map. To collect a Blue Coin, clean the red shape then run quickly to the corresponding gray shape, in this case, located on the bell tower's wall (marked 1 on the map). It will disappear after a short time.

2 Wash Away the Sloppy Signatures



In many areas, including Delfino Plaza, you'll find the unmistakable signature of the fake Mario on a wall in red paint. Sometimes, the signature is hidden behind an obstacle, such as a crate. Wash away each signature for a Blue Coin.

3 Blue Coin in Jail



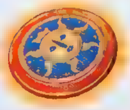
Jump off the sidewalk and hover into the open doorway marked 3 on the map. Walk into the room to rescue the Blue Coin from its jail. You can also jump in the water, swim over to the door, jump out of the water, then hover in.

MAP KEY

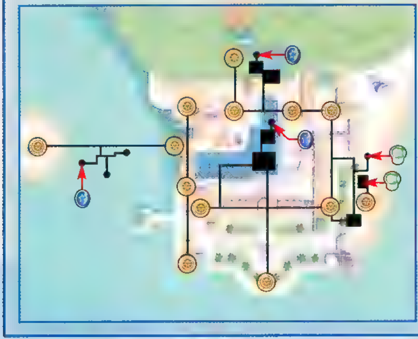
FOR ABOVEGROUND AND UNDERGROUND MAPS

1	Complete Task for a Blue Coin
●	Blue Coin Found Underground
●	1-Up Mushroom
●	Manhole to Underground

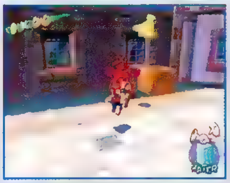
Underground Tunnel System



The Sun-and-Moon-festooned manholes hide an underground tunnel system that Mario can use. Ground-Pound the manholes to enter, then simply walk along the shadowy paths. Be sure to collect the coins!

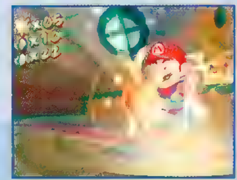


4 Enter the Fruit Trade



Four different Piantas (natives) are craving four different fruits. Place three of the correct fruits in their baskets to earn a Blue Coin from each native. You'll have to throw the pineapples into the raised basket, and you'll have to slide into the durians with B to get them across the canal, because you can't pick them up.

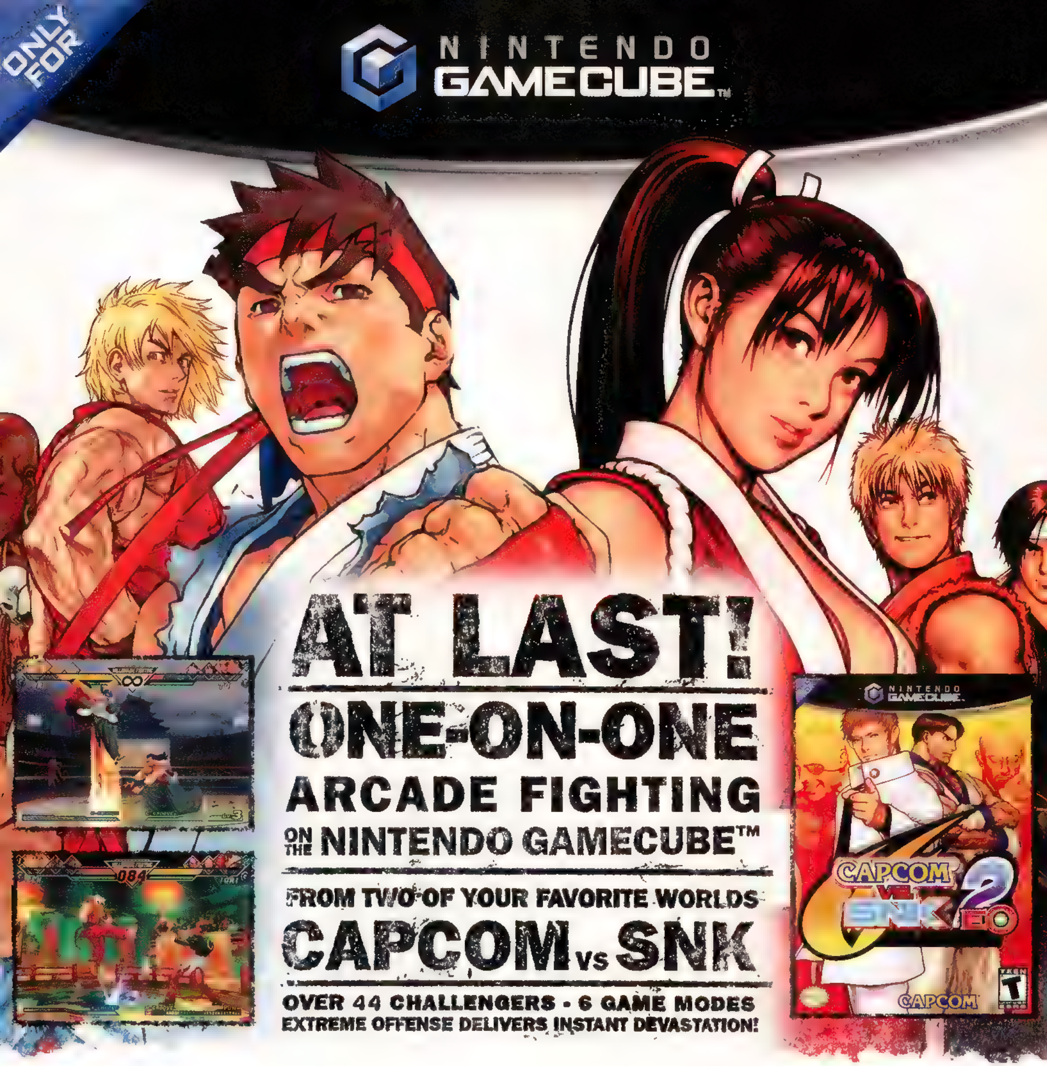
5 Blue Coin Bargains



Walk around the left side of the boathouse, then enter it to talk to the raccoonlike shopkeepers. They will take 10 Blue Coins in trade for a Shine Sprite. You can purchase many, many Shine Sprites in that manner.

PLUMBING THE DEPTHS

As you collect more and more Shine Sprites, you'll notice that the light will gradually return to Delfino Plaza. You'll also be craving more action, so worry not—Super Mario Sunshine delivers, with all sorts of different things to do and see. There are plenty of different areas yet to explore, and we'll go deeper into the game next month. Join us!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TEEN T CONTENT RATED BY ESRB

Suggestive Themes
Violence

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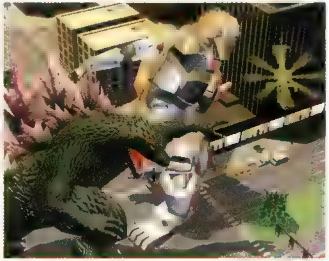
怪物たちの LEGENDARY MONSTERS. EPIC BATTLES.

があるようです。現在、調査が進行中です。
詳細は、godzillaoncube.com をご覧ください。

物たち！

日ゴジが突然の東京防衛撃。昨紛争し、意ラは気揚々と帰還にとんど瓦礫と化した。ほ、死火災の原因ゴジラの一部はら放した闘中にレーザー光眼かと思われる。線によるものが今回の帰還を果たした。か最後に東京には、ゴジラる。ら、数年目の出現してメカゴジラは、そことであメカニックの双子の強敵で



FOIL AN ALIEN PLOT TO RULE THE WORLD

EARTH'S GREATEST CITIES
BECOME THE BATTLEFIELDS
FOR LEGENDARY MONSTERS

CHOOSE FROM OVER 10 MONSTERS
AND 5 MODES OF PLAY

中にゴジラの一部は、死火レーザー光眼から放した闘と思われる。線によるものが今回の帰還を果たした。か最後に東京には、ゴジラる。ら、数年目の出現してメカゴジラは、そことであメカニックの双子の強敵では粉ゴジラと闘ってもあるた。ビル

半は自然発火砕し、街の大に包まれ、東の爆発で火炎メ昨日早（東京）京中心部は大なメタラといカゴジ朝、突然の攻リックの怪物う巨は東京防衛撃。昨日ゴジが[illegible]と帰還に紛争し[illegible]意ラ撃。昨日ゴジが突然の気還に紛争し、意ラは東京防[illegible]帰

4 PLAYER FIGHTING MAYHEM

消防夫たちは二十四時間休むことなく消火のために格闘したが、その努力も無駄に終ってしまった。地元消防夫の一人は「疲れ果てた。」と語った。巨大な怪物たちの死闘が続くなか、地元住民はオフィスや住宅から逃げ出した。東京の著名ビジネスマンが高層ビルから逃げ去る姿も見うけられた。見

godzillaoncube.com

気ラが巨、東京爆し

TEEN
T
CONTENT RATED BY
ESRB
Violence

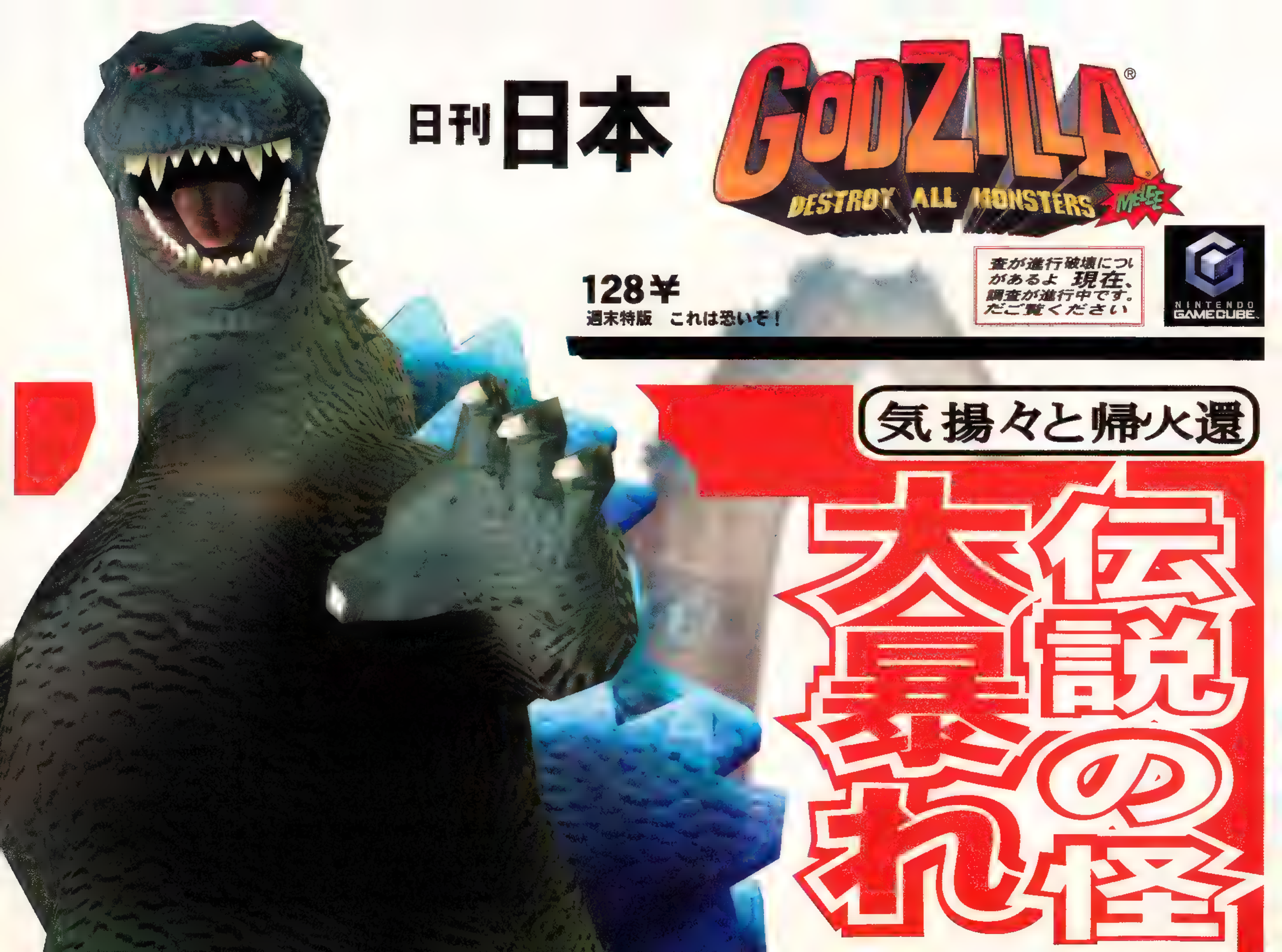
- 東京
- 大阪
- [illegible]
- [illegible]
- ロサンジェルス

悲しいことがあった時こそ、食べなきゃだめです。落ち込んじゃったら、元気がでるものを食べましょう。サトウのジュースで心なごむ「おふくろの味」に！サトウならどんな料理も美味しく変身！怪物さえも・・！サトウで楽しくお召し上がりください。おいしいよ！

風味

揚は突大メ　中発、

ATARI



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NINTENDO
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気揚々と帰火還

伝説の怪
大暴れ

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STARFOX® ADVENTURES

WHEN AN APOCALYPTIC PLANET THREATENS HIS SOLAR SYSTEM, NINTENDO'S SPACE JOCKEY CLIMBS OUT OF THE COCKPIT AND HITS THE GROUND RUNNING. LITTLE DOES HE KNOW IT'S WAY MORE THAN A LAYOVER.

TERRESTRIAL EPIC

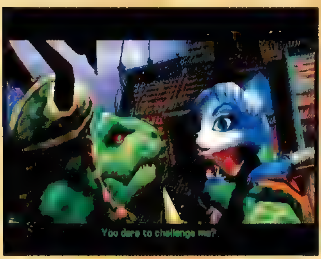
After evading asteroids and blasting armadas to smithereens in his Super NES and N64 titles, Fox McCloud got some rowdy R&R kicking tail in the Super Smash Bros. games. Except for a little interplanetary commuting, Star Fox stays out of the Arwing in his debut GCN game—and, instead, goes toe-to-toe with dinosaurs on a planet that's about to explode. After getting his marching orders from General Pepper, Fox meets with the EarthWalker queen to learn what sinister forces are behind the global instability.

By the way, your fee has been approved.

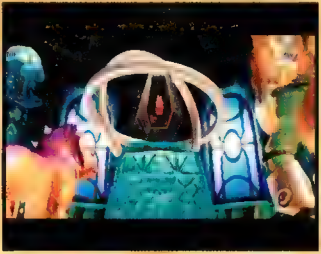
- Dino Talk -

As Fox starts his mega-adventure to hold the world together, he knows nothing about a second huge plot that awaits him. At the very start of the game play, you'll play as Krystal, a heroine drawn to a distress call on the planet. She soon has a perilous encounter with General Scales, the villain behind the planet's problems. Krystal learns that peaceful Krazoa Spirits have been hidden from Scales, scattered across the world.

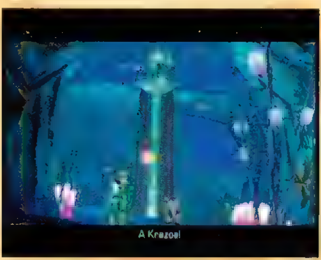
A terrible accident befalls Krystal after she rescues her first Krazoa Spirit, and that's when Fox first enters the picture, on his quest to keep the world from exploding. His quest for SpellStones—the linchpins that hold the planet together—takes him across the sprawling planet surface and even up to orbiting environments. But no sooner does Fox make SpellStone headway than the one released Krazoa Spirit approaches Fox and implores him to accept a second quest.



General Scales is so vicious and calculating that he makes Bowser look like a pet turtle.



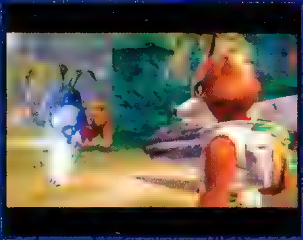
Fox's first quest is to return all the SpellStones to their rightful positions in the Force Point Temples.



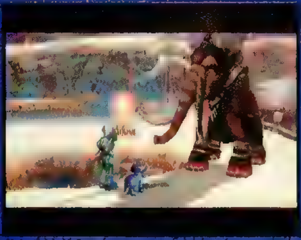
The freed Krazoa Spirit tells Fox he must find the remaining spirits—and free Krystal as well.

ENDANGERED SPECIES

Old friends and lots of new ones—while Fox races to keep the cosmos intact, he makes his adventure a team effort. He gets help from his space crew via a holographic communicator and meets many members of dinosaur tribes who all want to see General Scales defeated. He pairs up with an EarthWalker prince named Tricky, who assists Fox with abilities—like digging for items and spewing flame—that he learns as the game progresses. He's low maintenance, tagging along on his own steam. You'll need to control him only when you want to command his talents.

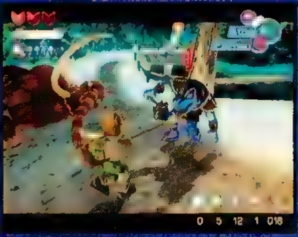


Fox's crew provides holographic help. Peppy provides global maps, Slippy gives advice and General Pepper tracks mission status.

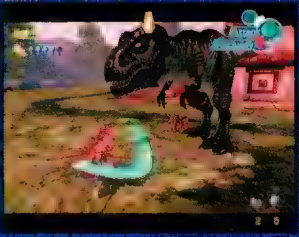


With sidekick Tricky at his side, Fox seeks out leaders of oppressed dino tribes, like the leader of the SnowHorns.

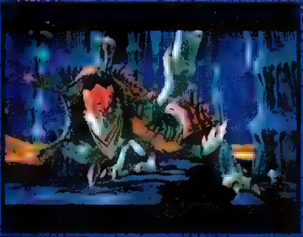
Will the forces of good be enough to stamp out the evil infestation? General Scales and his minions have seized control of the entire planet, and legions of SharpClaw henchmen have overrun its fields and caves, wielding swords and sporting shields. Many other evil creatures cover the world, such as the Tyrannosaurus rexes that roam the orbiting Walled City and eerie floating brains that float through Krazoa Palace, lashing out with their jellyfish tendrils. All in all, Fox will need his old friends and new crew to help ensure that he doesn't end up as the wrong link in the food chain.



The SharpClaw henchmen seek to slice Fox into cutlets with their sharp swords.



The T. rexes prefer to do the job with their sheer size and sharp teeth.



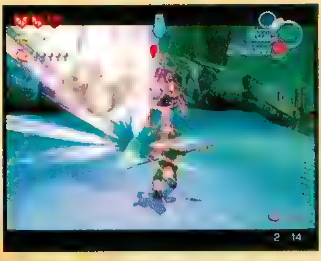
Monstrosities, which could eat T. rexes for breakfast, guard the most strategic spots.

EQUIPPED FOR EXPLORATION...

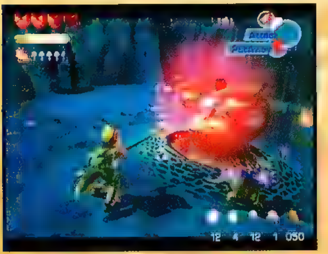
When he first lands on the planet, Fox complains that he can't bring his blaster along. "The mission is about saving the planet," General Pepper reminds him, "Not blowing it up!" Fox drops his pistol-packing attitude, but he's soon equipped with something far more powerful when he finds Krystal's misplaced staff. It's both a weapon and a tool that proves to be more versatile than a Swiss Army Knife.

With SharpClaws and vicious beasts everywhere, the game offers lots of staff-and-slash combat. When you come within close proximity of a live ground target, you'll go into a foe-circling fight mode, during which you can haul out your staff and start smacking the critter.

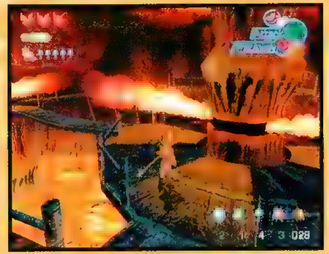
You'll also find the staff invaluable when exploring fortresses, spelunking in caves and evading Indiana Jones-style hazards. When running, jumping, climbing, swimming and sidekick Tricky's skills don't seem to help you break through to a new area, the staff is often the solution. As the game progresses, you'll have opportunities to upgrade your staff with new abilities—some offensive, some defensive—and discover a few cool surprises.



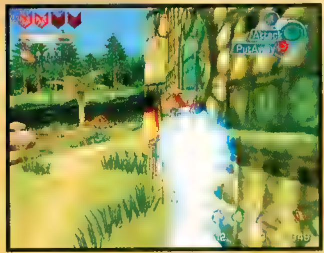
Dodging, circling, swiping, lunging—you'll need to pull out all the staff-wielding stops to pummel SharpClaws into submission.



Once you get the Fire Blaster upgrade, you'll never miss your blaster. When you fire, you won't be able to move but you will be able to rotate your crosshairs.



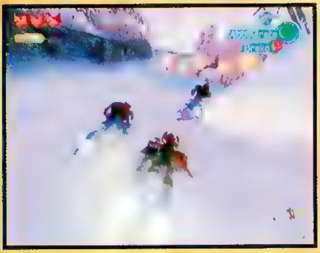
Sometimes you'll need to pack your staff away and run for it—like when complex fire hazards threaten to singe Fox's fur to a crisp.



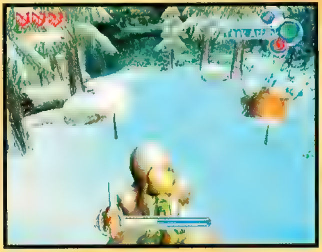
Some upgrades, such as the Rocket Boost upgrade, will allow you to reach areas you couldn't access before. It rockets you to high platforms

...AND READY FOR ANYTHING

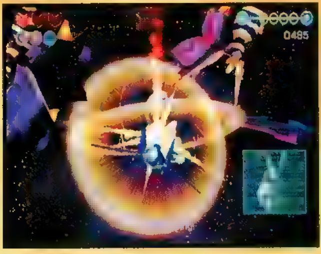
Though Star Fox Adventures contains epic-sized amounts of exploration and battle, it's also loaded with other challenges that will keep you and Fox on your paws. You'll need to complete many of them to proceed past an area. Others you can take on whenever you'd like. One essential challenge occurs early in the game—when you first rescue Tricky, who's been abducted by SharpClaws. When you burst onto the scene, Tricky runs for his life, escaping into snow-covered valleys. The nearby SharpClaws leap onto their snow speeders and pursue the Earth-Walker prince, leaving one vehicle behind—and game play suddenly swerves from exploration to racing. If you can speed past the SharpClaws and reach Tricky before they do, you'll successfully rescue the prince, make him your sidekick and continue on with your exploration. Until you've completed such daring minimissions, you often can't continue much further.



The snow valley race burns up the slopes, and all the twists, turns, obstacles and SharpClaws make getting to Tricky... quite tricky.



Sometimes hopping onto a SnowHorn's back and galumphing toward your goal is the way to go, especially when you can use its tusks.



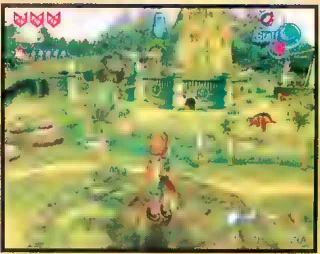
Fans of the Super NES and N64 games will rejoice to see that classic Star Fox space-shooter action has gotten a next-gen overhaul for the GCN.

PLANETARY EXPANSION

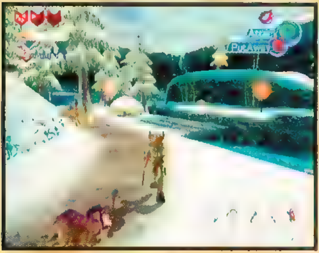
When you first step out of the Arwing, you'll have only a small territory to explore—ThornTail Hollow, where the EarthWalker queen has hidden herself away. But once you find her and Krystal's staff, other huge expanses will open for your exploration.

The areas also allow limited roaming until you discover certain "keys"—such as Tricky's learning and using a new skill or obtaining and implementing a new staff upgrade—that open up wider territories. The more you pick up, the more places you can go, and you'll want to revisit earlier areas to expose even more vast territories.

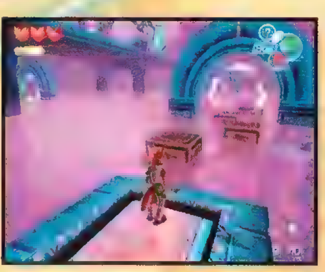
Ultimately, it's a gigantic planet, and since four huge chunks of the world have broken away, your adventure will also take you into the orbiting environments. Each one is vividly imagined and just as dangerous as the main planet.



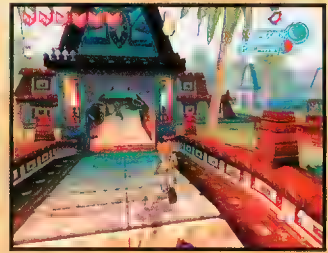
ThornTail Hollow seems to be a peaceful oasis. But as you expose more of its secrets and pathways, you'll unleash more dangers upon the area.



Elsewhere on the planet, Ice Mountain awaits with its frozen hazards, imprisoned SnowHorn tribe and new enemies to overcome.



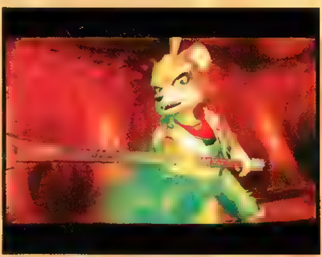
Far above the planet, the CloudRunner Fortress contains its own ecosystem, intact despite the force that blew the orbiting chunk into space.



Another orbiting territory, the Walled City, contains as many strange mysteries and ancient wonders as predatory terrors.

AWESOME F/X FOR FOX

When playing Star Fox Adventures, sometimes you'll drop your Controller as your jaw hits the floor. It's just that gosh-darn gorgeous. Fox's fur wavers realistically in the wind. Rivers and oceans ebb and flow, while Fox's movements in the water create their own ripple effects. Extensive cut scenes are filled with amazing nuances—and then there's all the beautiful sound in the game, from the hilarious cut scene voice talent to the lush sound tracks, which change as you rove over the globe. Prepare to be blown away.



FIGHT FOR THE FUTURE

When Star Fox Adventures soars onto store shelves on September 23, you'll have your chance to save endangered species, an imperiled planet and an entire corner of the cosmos. Stakes don't get any bigger than that. Next month, our coverage slips into strategy gear and roars into action mode by helping you take Fox McCloud to new heights as he starts his first adventure on the ground. Be there—or be extinct.

FRESH GAMES
"FULL-BLOWN ARCADE GOLF"
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COURSES
1-4 PLAYERS
Eagle
LET IT RIP
EVERYONE
E
CONTENT RATED BY ESRB

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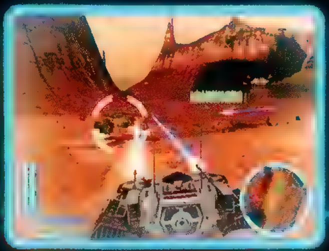
STAR WARS® THE CLONE WARS™

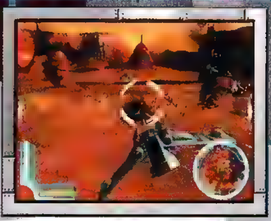


AS THE CLONE WAR SPREADS FROM GEONOSIS, JEDI FORCES FIGHT BACK...

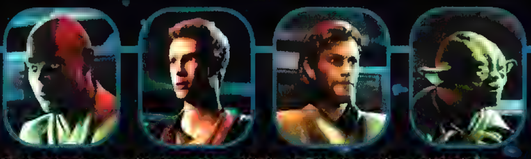
BEGUN, THIS CLONE GAME HAS.

In *Star* [illegible] for Nintendo GameCube, LucasArts Entertainment LLC explores the conflict that takes place after the events of *Epis*[illegible] and its Jedi protectors face a new rival—Count Dooku—and it's up to you to stop the Separatists from reassem[illegible]th device of mass destruction. But perhaps the biggest news of all is the presence of four multiplayer modes for two to [illegible]*ars:* The Clone Wars is bursting with challenge, excitement and a galaxy of bonus features.

Driven to Action



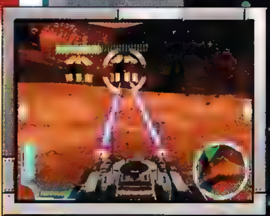
Most of the action in The Clone Wars takes place in vehicles, and most of the vehicles travel on the ground, unlike the fighters in Rogue Squadron II. You'll take on the role of famous Jedis as you experience the critical battles of the Clone Wars.

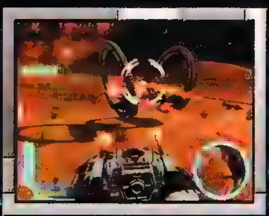


During the game, you'll play as Mace Windu, Anakin Skywalker and Obi-Wan Kenobi. Other characters from *Episode II*, such as Count Dooku and Yoda, also appear. You'll also meet several new characters.

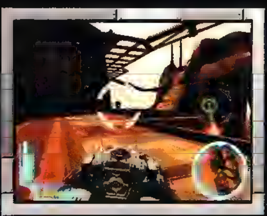
Geonosis

Our preview copy of *Star Wars:* The Clone Wars included six of the game's 16 total missions and four of six worlds. The version begins on Geonosis—Dooku's base of operations. There, Anakin, Senator Amidala and Obi-Wan Kenobi are being held captive. Mace Windu is sent on a rescue mission with an armada of Jedi and Clone troops. Each mission in the game has several objectives that you must complete and bonus objectives. Some missions involve mass battles, chases, escort duty or search-and-destroy forays.





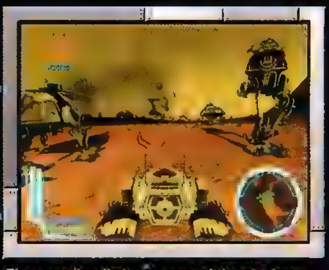
In the first mission of our preview copy, Mace Windu and Master Luminara use Fighter Tanks to destroy several orbital cannons that prevent the Jedi fighters from landing.



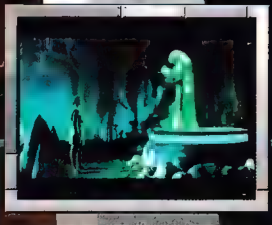
The Fighter Tanks are armed with blasters and missiles. Their shields replenish themselves over time. A radar system helps pilots track targets and foes.

Raxus Prime

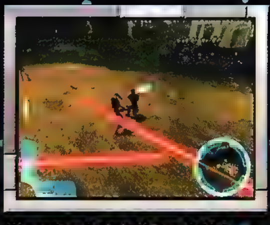
Once Anakin and Obi-Wan escape from their prison on Geonosis, they'll find themselves on Raxus Prime—another desert world where great deeds are required. In the preview copy, we piloted Fighter Tanks as an escort to a squadron of AT-TE walkers that were trying to reach a Separatist base.



There are time limits on some of the missions, and conditions may change as you progress.



Beautif[illegible] reveal new de[illegible] *Episode II.*



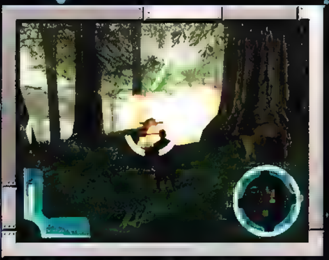
The options include first- and third-person views and three difficulty levels.

Thule

Elaborate cinema scenes mark critical moments in the game, not to mention the beginning of each mission—they tell a story that goes beyond the events of *Episode II.* On the planet Thule, our heroes must defend a Republic assault ship during a major attack.

Kasmyyyk

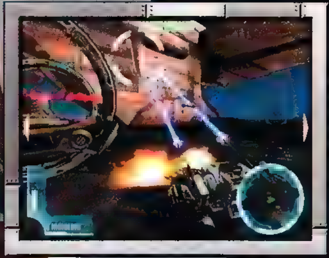
On the planet Kasmyyyk, Anakin confronts Count Dooku then pays for his brashness by being captured and imprisoned. In the character action stage that follows, Anakin must escape from prison, recover his lightsaber, free the Wookiees and escape through a forest ambush.



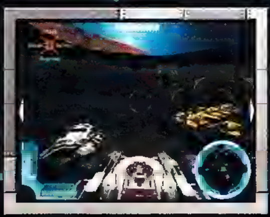
Dodging trees and enemy fire, you'll escape on a Single Trooper Aerial Platform (STAP).

The Heat of Battle

As a Jedi, you'll pilot vehicles and battle enemy units. In addition to the TX-130 Fighter Tanks, you'll face the enemy from the cockpit of a Republic gunship, speeder bike, Assault walker and Maru. You'll take on over 30 Confederacy of Independent Systems (CIS) units, including the oddball two-wheeled tanks.



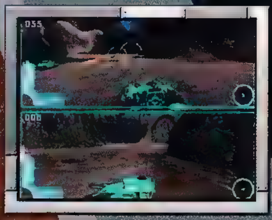
Strafing moves, which some vehicles are equipped with, let you circle enemies while blasting them with your weapons. Damage meters appear on the screen to show how much punishment you're dishing out to the CIS baddies.

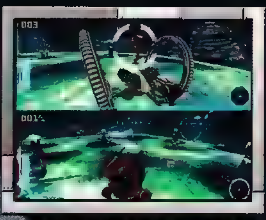


On team-oriented missions, you can give your squadmates commands and hear messages from them. The final mission on each world will pit you against a boss vehicle.

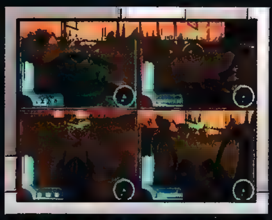
Clone Competition

Multiple players—be they friends, family or just some clones you've cooked up to provide target practice—can join in the fun of *Star Wars:* The Clone Wars. There are four modes, including competitive and cooperative play. In Conquest Mode, two teams try to destroy each other's headquarters. In the Jedi Academy, two to four players battle waves of enemies in a cooperative endurance match. You'll also find a standard melee mode (everyone battling everyone else) and a king-of-the-hill melee. The Force is strong in the modes.





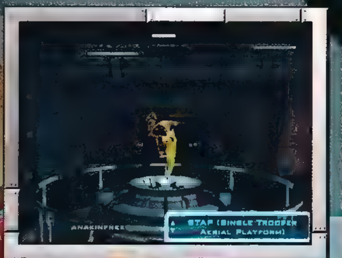
In Academy Mode, players gang up to stop waves of attacking tanks, speeders and other units. The team members work together to set a high score.

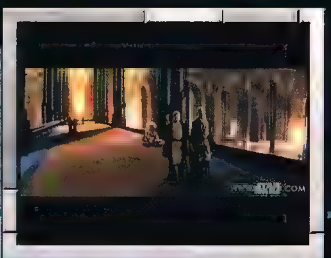


In melee match, players hunt each other across alien worlds.

Bonus Wars

LucasArts is stuffing the disc with extras for *Star Wars* fans. If you go to the bonus menu, you'll find a 3-D gallery of the vehicles in the game, interviews with the designers of the game, a making-of video, concept art for the game and a trailer from *Episode II.*





IN A GALAXY NEARBY

Star Wars: The Clone Wars, coming this October to GCN, is bound to stir up excitement in this corner of the galaxy. The sound and graphics are brilliant, as is to be expected from LucasArts and Pandemic, and the game play is more varied than the missions in Rogue Squadron II. Toss in the great multiplayer modes and bonuses and you've got one of the biggest potential hits of the fall.

STAR WARS®
THE
CLONE WARS
NINTENDO POWER

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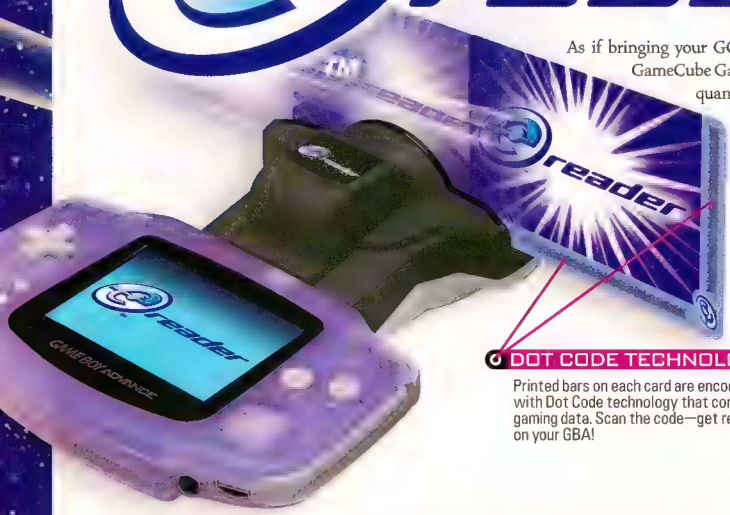
PAC-MAN FEVER
Who's coming to your party?
EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence
NINTENDO GAMECUBE
PlayStation 2

Forget the trivia games. And toss the veggie platter.
Because the Pac-Man Fever party crew is here.
With over 30 wild mini games
that'll keep your party hopping all night.
Your only problem will be
getting everyone to go home.

NINTENDO DEALS OUT SURPRISES WITH A NEW "HI-DECK" CONCEPT.

e reader

As if bringing your GCN and GBA together with the Nintendo GameCube Game Boy Advance Cable weren't enough of a quantum leap forward in gaming connectivity, Nintendo ups the ante once again with the e-Reader, which hits stores on September 16. When you attach the e-Reader to your GBA, you can play classic Nintendo and Game & Watch games—and much more! With the cutting-edge technology, you can smoothly scan specially prepared cards to transmit game code to your GBA and even GCN.



DOT CODE TECHNOLOGY

Printed bars on each card are encoded with Dot Code technology that contains gaming data. Scan the code—get results on your GBA!

CLOSE-UP VIEW

DONKEY KONG JR.

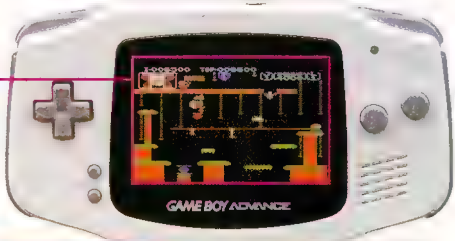
NES GOES FROM PAKS TO STACKS

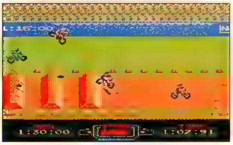
In the '80s, the Nintendo Entertainment System brought megahits like Donkey Kong Jr. to home video gaming via a cartridge Game Pak. Now, with e-Reader technology, the code for an entire NES game can be stored on a stack of just five cards! Scan all five to play the classic on your Game Boy Advance.

Five NES games will be available for purchase when the e-Reader launches each at a suggested retail price of only $4.95—and even more will be available before the end of the year.

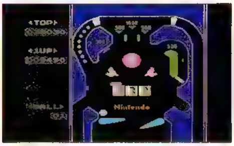
1 DONKEY KONG JR.
2 DONKEY KONG JR.
3 DONKEY KONG JR.
4 DONKEY KONG JR.
5 DONKEY KONG JR.

Scan five cards, play an NES game. Donkey Kong Jr.-e looks just as great on the GBA as it did back in the NES era.

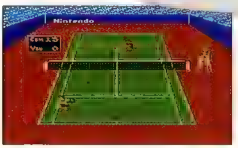




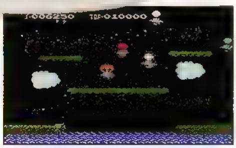
Excitebike-e
The off-road motorcycle racing game Excitebike-e pits you against the clock or against a computer opponent.



Pinball-e
Pinball-e allows one player to freak out the flippers of Nintendo's first-ever pinball title on the NES.



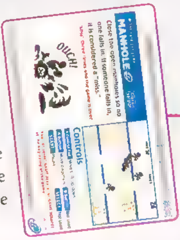
Tennis-e
One player can hit the court in Tennis-e, which offers both Singles and Doubles Modes.

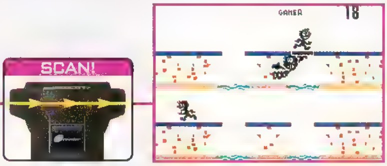


Balloon Fight-e
Balloon Fight-e offers two modes—one in which you swerve past obstacles and a second that pits you against other balloon fighters.

TIME FOR A GAME & WATCH COMEBACK

Nintendo released the Game & Watch series of handheld (and wrist-worn) gaming gadgets in the 1980s. Each one contained a different LCD game. With e-Reader technology, you'll need only one or two cards to play a Game & Watch game. Scan cards through the e-Reader to tackle the title immediately on your GBA. One of the classic Game & Watch games, Manhole-e, will be included with the e-Reader, and plenty more of the games are on the way.



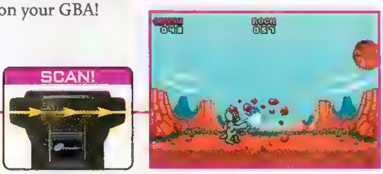


Scan one or two cards, play a Game & Watch game. In Manhole-e, you'll race to cover sewer holes before pedestrians plummet.

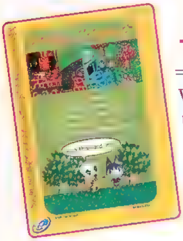
EVEN TRADING CARD GAMES GO DIGITAL

If you've been playing the Pokémon Trading Card Game, you're familiar with collecting all of the available cards so you can slap down the fiercest attacks possible on your opponents. The upcoming expansion, Pokémon-e: Expedition, which hits stores in late August, will add two new dimensions to the game via e-Reader technology. By scanning the short bar, you'll get expanded Pokédex info that will assist you in card-slinging game play. By scanning the long bars on several related cards, you can conjure a Pokémon minigame on your GBA!

Machop
50 HP
Punch
Double Chop
Machoke
80 HP
Punch
Mega Kick
Machamp
120 HP
Iron Fist
50+

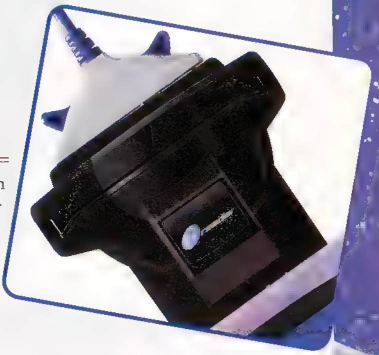


By scanning the new Pokémon-e TCG cards for Machop, Machoke and Machamp, you can play a game in which Machop takes on a boulder avalanche.



THE GCN CONNECTION

With Nintendo GameCube games that are designed to work with the e-Reader, you'll be able to send game data from your e-Reader/GBA through your Nintendo GameCube Game Boy Advance Cable into the GCN game to get more cool items for your village. The first GCN game to feature the connectivity will be Animal Crossing. To learn more about the feature, check out our Animal Crossing preview on page 62!



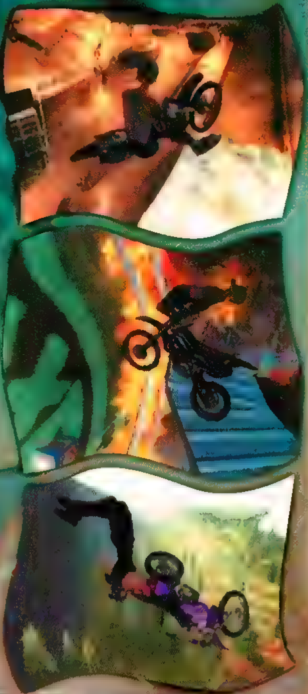
Pokémon
e-reader
GAME BOY ADVANCE

SCANNING THE HORIZON

Included with the e-Reader, which will sell for a suggested retail price of $39.95, are two foil packs, one of them a Sample Pack. In the other foil pack, you'll find one set for a complete NES game—either DK Jr. or Pinball, so you can get started playing right away. Be on the lookout for more card series and game titles coming this fall. Nintendo plays its latest hand in connectivity, the cards are gonna fly—get ready for the next big deal in gaming!

PULL SICK TRICKS AND ENTER THE FREEK-OUT ZONE IN FREEKSTYLE FOR NINTENDO GAMECUBE. IT'S BIG!

Freekstyle



YOU'LL FREEK OUT FOR FREEKSTYLE

The crazed crew at EA Sports Big—the same maniacs who brought you the thrills of SSX Tricky last year—have done it again with Freekstyle for GCN. It's all here: pro riders, multitudes of sick tricks, wicked fantasy courses, multiplayer madness and the precision control scheme of any two-wheeler. Take a ride.

MOTO MODES

How may you freek out? Let's count the ways. In Circuit Mode, you'll race on nine tracks and unlock bikes and riders. In Freestyle Mode, you can score mass points in four freestyle arenas. The Single Race Mode has challenges for one or two players. And Freeride is your chance to scope out the territory.

EVERYONE
E
CONTENT RATED BY ESRB
Comic Mischief
Mild Language

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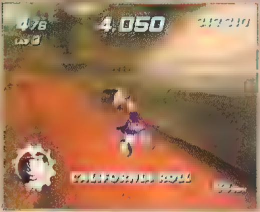
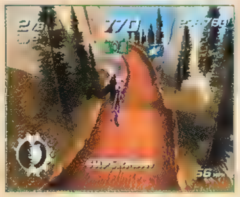
IT'S TIME TO GET FREEKY!

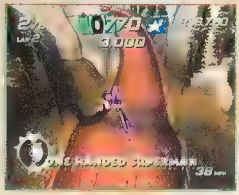


Fill the Freek-Out Meter, look for a big jump and prepare to pull a four-button supersick trick. If you stick it, the game will go into a slow-mo, *Matrix* effect and you'll get a super boost of speed. Pull more tricks to make the effect last longer.

FREEK-OUT When the icon (at left) starts freeking out, you'll have limited time to pull a four-button supersick trick.

A FREEK TWEAK IS AS GOOD AS A COMBO





If you don't have the air to crank through a set of combo moves, just tweak your trick by pushing the Z Button. You'll get a higher-scoring version of the trick, like the One-Handed Superman shown above. Hold every trick for as long as possible.

BABY BOOSTS

You'll want to keep your Boost Meter filled as much as possible so you can turbo past the competition and get big air on jumps. Power has put together a list of quick tricks that you can use on almost any jump to help you fill the meter in a hurry.

QUICK TRICKS LIST

NO FOOTER	Y Button
NO HANDER	X Button
DOUBLE CAN	R Button
BAR HOP	L Button
NAC NAC	X + Y Buttons
MCMETZ	L + Z Buttons
CORDOVA	X + L Buttons
HEART ATTACK	X + R Buttons
POINT	X + Z Buttons

MASTERS OF MOTOCROSS

You'll start the game with four riders available to you. Unlock more riders by winning races in the Circuit Mode. As you win races, you'll be able to increase the attributes of your rider and earn better bikes.

MIKE METZGER

[illegible]

LEEANN TWEEDEN

[illegible]

BRIAN DEEGAN

[illegible]

STEFY BAU

[illegible]

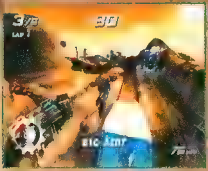
UPGRADE POINTS

As you win each of the 14 stages of Circuit Mode, you'll earn Upgrade Points that you can use to improve the attributes of your rider. Although we recommend a balanced approach, boosting each category a bit each time, players will want to adjust attributes based on their skills.

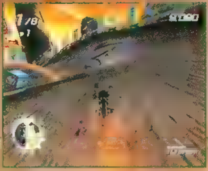
monumental motoplex

The big freakin' deal begins in the canyons of Utah. Monumental Motoplex is a twisty course with several monster jumps and a wicked shortcut through an old mine. The course is unlocked from the start, so we recommend hitting it in Freestyle Mode to learn its curves.

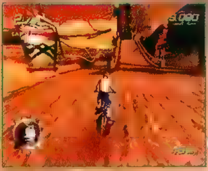
MONUMENT VALLEY, UT
2.49 MILES



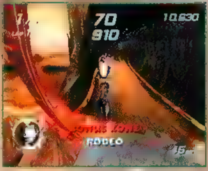
1 The jump right after the starting line is a great place to go for a combo. It's also where you can veer into a gully to the left to enter the mine. The mine is the tightest squeeze on the course.



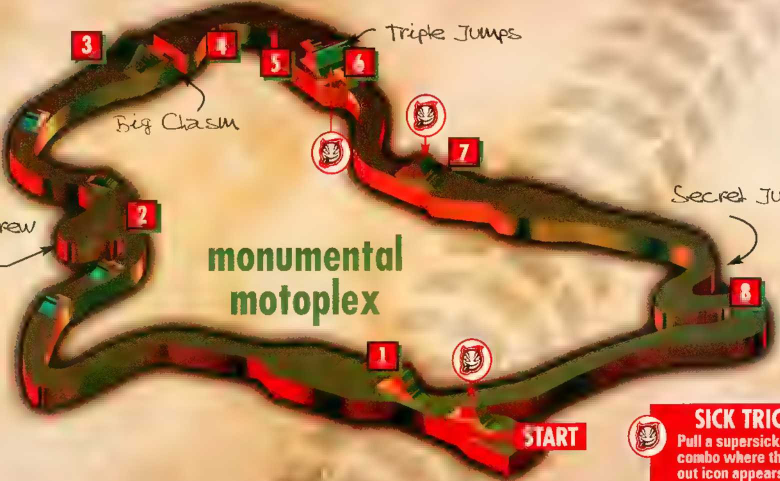
2 If you enter the corkscrew on the outside edge of the track, you'll be able to carry more speed through the tight S-curve turns. You shouldn't have to use the brakes at all on the course.



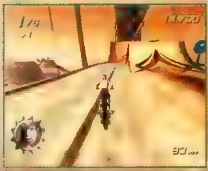
3 The center ramp at the big chasm is the easy choice, but you'll still need good speed to clear the gap. Watch out for the two patches of soft dirt on the approach. They will slow your bike to a crawl.



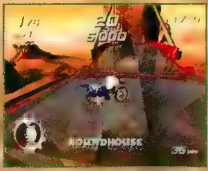
4 At the big chasm, you'll need to give your bike a big boost to get enough elevation to clear the landing ramp. The landing ramp moves up and down, making the jump a dicey proposition.



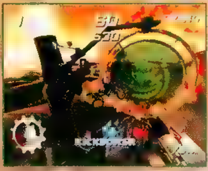
SICK TRICKS
Pull a supersick trick or combo where the freekout icon appears.



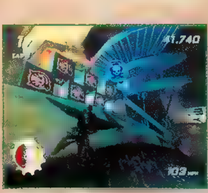
5 The first ramp at the triple jumps on the bridge gives you the opportunity to hit the third jump, as well, and score more tricks. Just watch out for the ceiling. You can crash and burn if you get too much air off the center ramp.



6 The middle ramp of the three on the bridge is a great one for getting big air. You can smash the glass and pull a great combo, but you won't be able to land in time to hit the final jump. Make your combo tricks count.



7 Following the bridge is the biggest jump on the course. You should center yourself and give your bike a little boost to go straight through the glass. You'll have plenty of time for a double- or triple-combo.

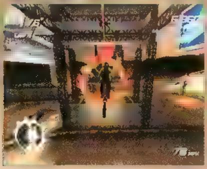


8 Look for the boxes around the first turn of the final tunnel and smash through them. Max out your speed using a boost so you'll carry through the glass and over the railings. It's a huge shortcut.

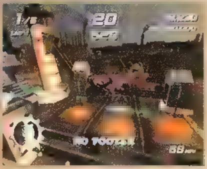
THE CRUST BELT

The industrial wasteland of the Crust Belt may not have the huge jumps that you found in the Monumental Motoplex, but there are enough shortcuts to leave the competition eating your coal dust, and enough jumps to keep your Boost Meter filled. It's time to go to work.

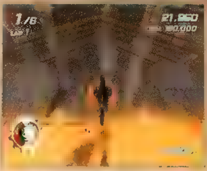
WHEELING, WV
3.48 MILES



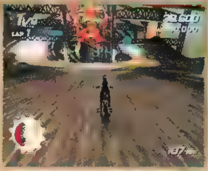
1 At the first branching path, take the route to the right and pull back on the Control Stick to get extra air. If you get too much speed, you might hit the rim of the ring. If you land it, you'll move in front.



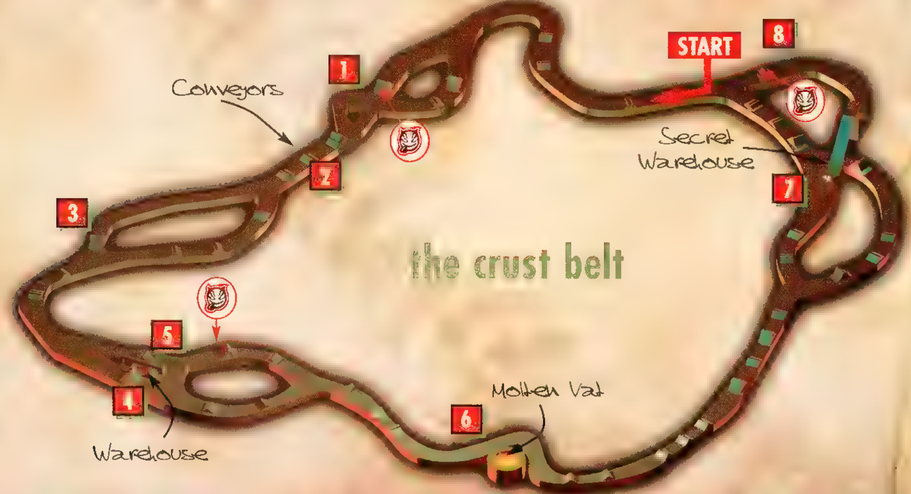
2 You'll need plenty of air to avoid the industrial conveyors that cross the track. If you boost up the ramp, you'll get enough air to cross two conveyors and land on the downslope heading into the tunnel.

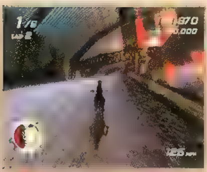


3 Hit the Z Button for a boost up the slag heaps and enough air to pull some sick tricks. When you land, push forward on the Control Stick to place your wheels parallel to the ground.

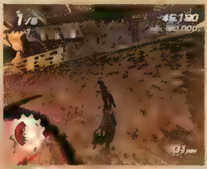


4 The safest route through the warehouse is straight through the crates on the ground level. The path is narrow, but it's faster than the right path and easier to navigate than the ramp to the left.

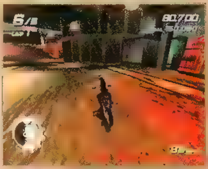




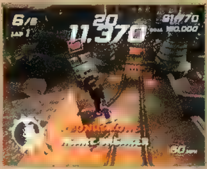
5 If you want to go for an incredible shortcut, veer to the left in the warehouse and jump toward the left wall. If you land on the catwalk, look for the exit on the left side. If you miss the catwalk, try it next time.



6 At the big vat of molten metal, look for a line of dark boxes on the right side of the track. Bust through them and avoid the big buckets of ore that pass back and forth in the air. You'll cut off an entire turn.



7 Head left at the Y and stay on the right side of the track as you go through the warehouse. Bust through some crates and head up the ramp. Ahead, you'll find a wide gap. Use some turbo to cross it.

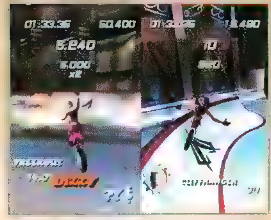


8 The hidden ramp leads to the best big air opportunity in the Crust Belt. Use it to pull a sick combo. When you land, you'll be almost on top of the starting line and ahead of the pack.

fraternize with your fellow freeks

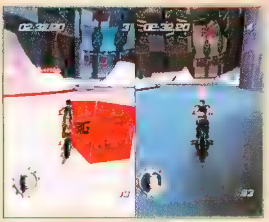
Freekstyle has a ton of one-player challenges, but it also features some great racing and freeking two-player modes. Which courses, riders and bikes are available to players depends on what you've unlocked in the game.

HEAD-TO-HEAD



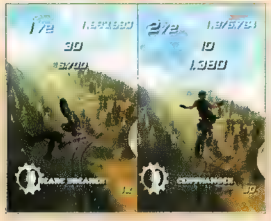
In the Freestyle menu, the first option is Head-To-Head Mode. It's a frantic race against time to score points from tricks and combos. You have three minutes in one of the stunt arenas to bust out more tricks than your opponent. Hang onto tricks for as long as possible, go for combos and tweak everything with the Z Button to pile on the points.

TAG THE BOXES



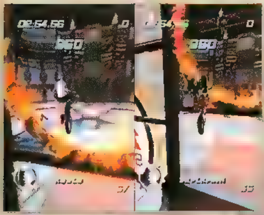
Playing tag freek-style means finding and tagging more of the EA Big boxes than your opponent. The match takes place in the stunt arenas and is limited to those you've unlocked. Some of the boxes are sitting in plain view and others are harder to find. Red boxes have been tagged and won't add to your score.

COUNTDOWN



Countdown Mode in the Single Race menu is a two-player trick-fest that takes place on any unlocked race track. Your goal is to pull tricks as often as possible to keep your counter from reaching zero. If you bust out a combo, your opponent will lose even more points. Each rider begins with two million points, but the countdown begins as soon as the race starts.

KING OF PANES

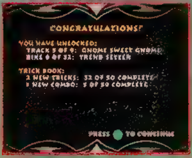


King of Panes is a race to see who can bust through the most glass panes within the time limit. When you bust through a pane in the dividing wall, it will turn either red or blue. If you break through a pane that has been tagged with the opponent's color, it will switch to your color. It's harder to bust the upper panes, so leave the lower ones for the end of the match.

unlock all the goodies

Freekstyle is filled with good stuff to unlock. You begin with four riders and bikes, two race tracks and one stunt arena. You'll have to unlock everything else in the game by winning races, pulling tricks and combos and using codes.

WINNING THE CIRCUIT



CONGRATULATIONS!

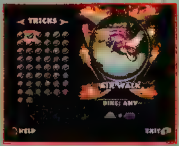
YOU HAVE UNLOCKED:
TRACK 5 OF 9: GNOME SWEET GNOME
BIKE 6 OF 32: TREND SETTER

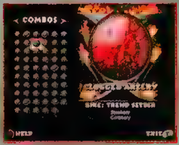
TRICK BOOK:
2 NEW TRICKS: 32 OF 50 COMPLETE
1 NEW COMBO: 5 OF 50 COMPLETE

PRESS ● TO CONTINUE

[illegible]

FILLING UP YOUR BOOKS





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ENTER THE CODE MENU

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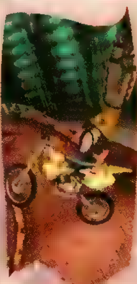
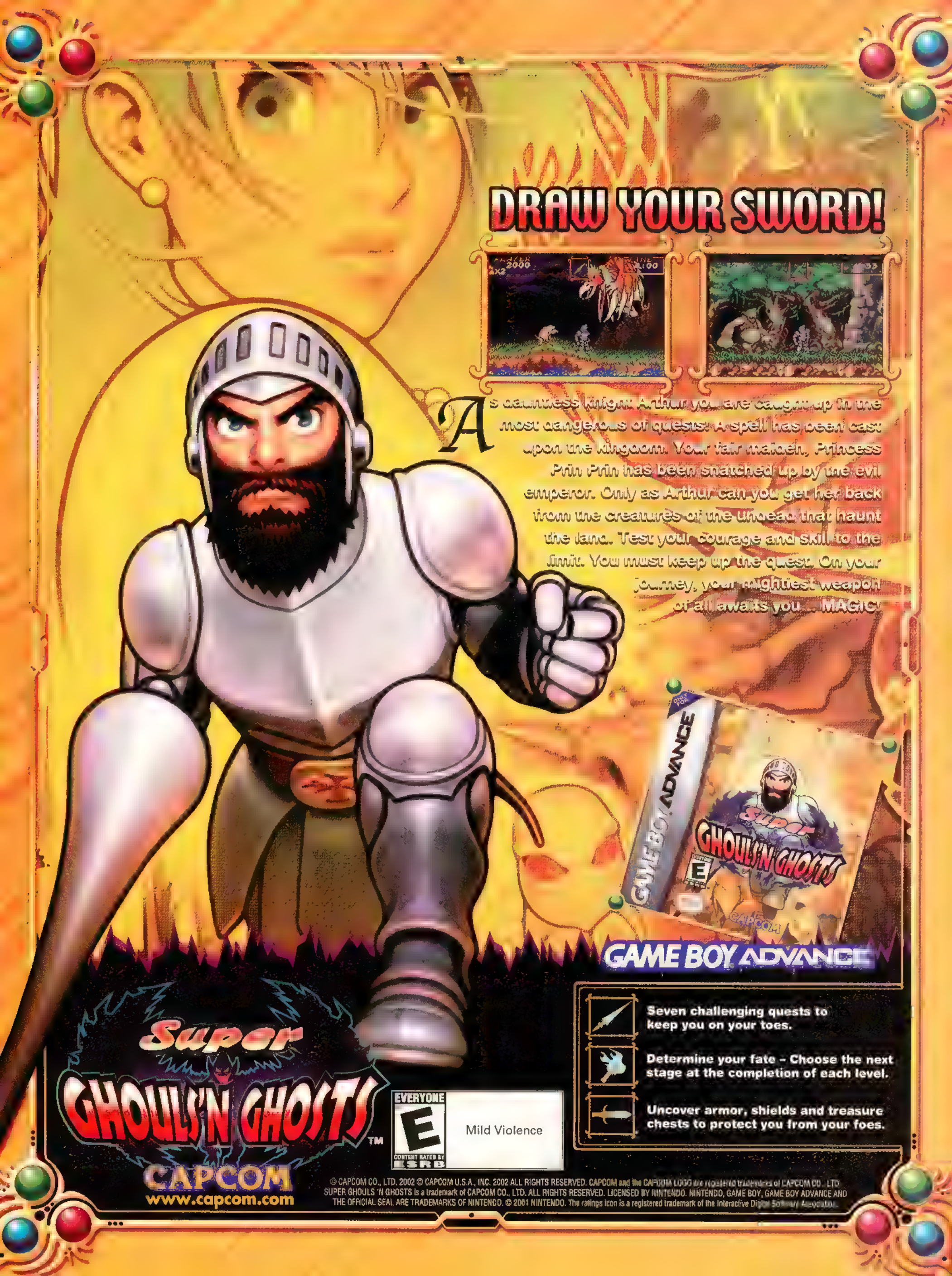


now it's time to freek-out

Extreme sports fans who loved the tricks and challenges of SSX Tricky are going to love Freekstyle just as much. The racing is intense, the trick system is insane and the graphics are pretty amazing, too. Freekstyle even boasts a driving sound track from EA Big and Dry Cell. It's freeky fun.



As dauntless Knight Arthur you are caught up in the most dangerous of quests! A spell has been cast upon the kingdom. Your fair maiden, Princess Prin Prin has been snatched up by the evil emperor. Only as Arthur can you get her back from the creatures of the undead that haunt the land. Test your courage and skill to the limit. You must keep up the quest. On your journey, your mightiest weapon of all awaits you... MAGIC!

Seven challenging quests to keep you on your toes.

Determine your fate – Choose the next stage at the completion of each level.

Uncover armor, shields and treasure chests to protect you from your foes.

Super GHOULS'N GHOSTS™

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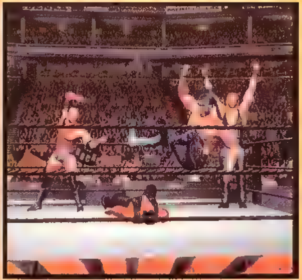
HALL™



VS

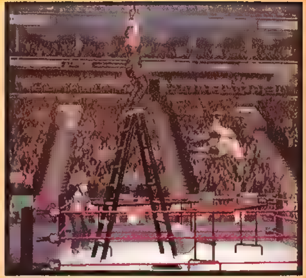
STONE COLD
STEVE
AUSTIN™

IN A BRUTAL
FATAL FOURWAY™

ROB
VAN DAM™

VS

TRIPLE
H™



BREAKOUT THE
TABLES, LADDERS & CHAIRS™

PLUS A FULL LINEUP OF SPECTACULAR MATCHES

TEEN
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CONTENT RATED BY
ESRB

Mild Lyrics
Suggestive Themes
Violence

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Welcome to

Animal Crossing

Population: Growing!

a chic peek at connectivity and customization

It's bigger than a posse of hippos. It's huger than a herd of cats. And it's larger than a planet of Nintendo gamers. That's because Animal Crossing is all that and more—an unbelievable number of animal citizens living in countless towns—and all of it also populated by Nintendo gamers everywhere. When Animal Crossing hits stores on September 16, the real world and Animal Crossing will collide at last. It's the social event of the century!

The third part of our multi-issue coverage of Nintendo's breakthrough game explores two very different features that allow you to make an ever deeper connection with your town. The first way has to do with customization—you can tailor your town so it's exactly the way you want it. The second is all about Nintendo connectivity. With a Game Boy Advance, a Nintendo GameCube Game Boy Advance Cable and an e-Reader (see page 52), you can open up new dimensions of game play that add even more to Animal Crossing.

THE WORLD IN A NUTSHELL

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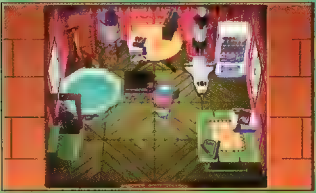
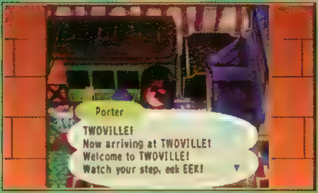
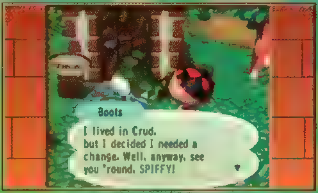




Porter

TWOVILLE!
Now arriving at TWOVILLE!
Welcome to TWOVILLE!
Watch your step, eek EEK!



Boots

I lived in Crud,
but I decided I needed a
change. Well, anyway, see
you 'round, SPIFFY!

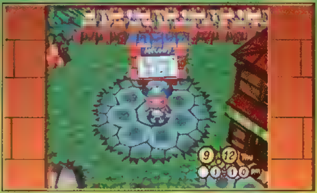
[illegible]

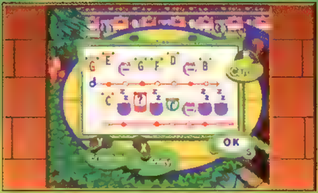
[illegible]

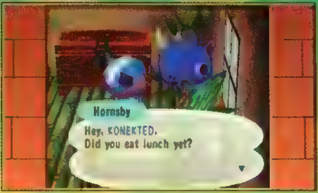
[illegible]

CUSTOMIZE YOUR LIFE

[illegible]







Hornsby

Hey, KONEKTED.
Did you eat lunch yet?

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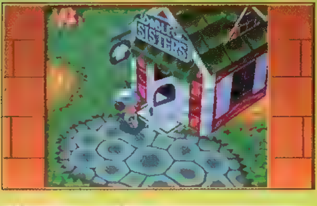

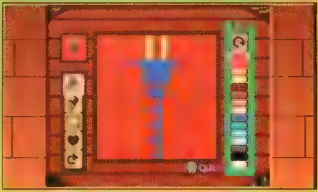

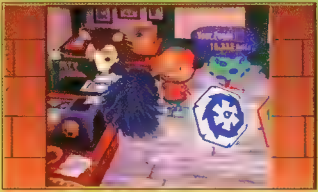

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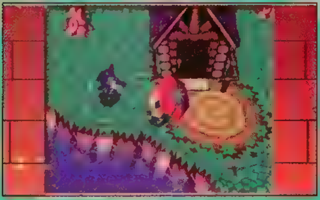

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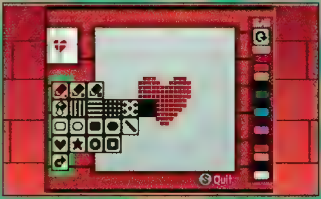


[illegible] GBA—if you have the Nintendo GameCube Game Boy Advance Cable. [illegible]

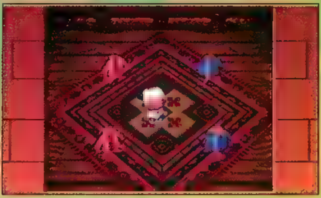
Once your GBA design is complete, [illegible] on the GCN. No matter where you design patterns, Mabel is happy to [illegible]

GET ATTACHED TO ISLAND LIFE

[illegible]

[illegible]

[illegible]



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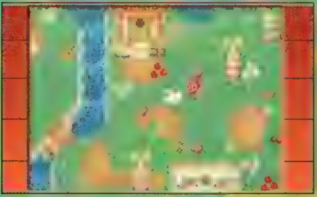
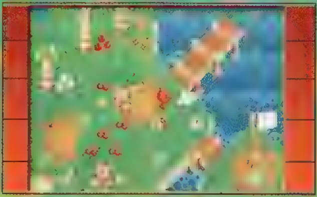


[illegible] your G[illegible] all day [illegible]



[illegible]

[illegible]

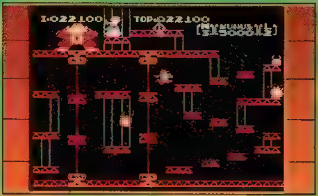
NES IS IN THE HOUSE!

[illegible]

[illegible] it from the safety of your own home.

I-001000
TOP-062800

[illegible] sweet on a television screen.



I-022100
TOP-022100

[illegible] play the NES game all day long.

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STAMPEDE STARTS IN SEPTEMBER!

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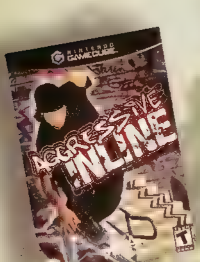

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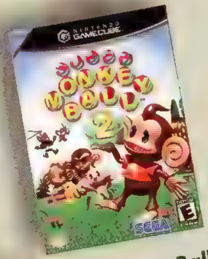
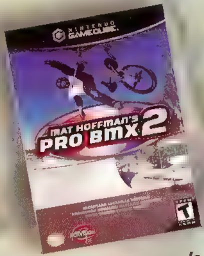


Super Monkey Ball™ 2



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CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

EXIT
KARAOKE
UKURERE MITAINA

WARIO LAND 4
KARAOKE MODE—PAGE 70

The Legend of Zelda Oracle games have become Game Boy classics. This month we begin a discussion of the secrets that link Link's most recent GBC adventures together. We also delve deeper into Eternal Darkness and test our endurance in Rogue Leader.

BURNOUT GCN
DEXTER'S LABORATORY: DEESASTER STRIKES! GBA
DINOTOPIA: THE TIMESTONE PIRATES GBA
ETERNAL DARKNESS: SANITY'S REQUIEM GCN
THE LEGEND OF ZELDA: ORACLE OF AGES GBC
THE LEGEND OF ZELDA: ORACLE OF SEASONS GBC
LEGENDS OF WRESTLING GCN
RESIDENT EVIL GCN
SONIC ADVENTURE 2: BATTLE GCN
***STAR WARS* ROGUE SQUADRON II: ROGUE LEADER GCN**
TEKKEN ADVANCE GBA
WARIO LAND 4 GBA

SONIC ADVENTURE 2: BATTLE

GCN

CHAO POWER

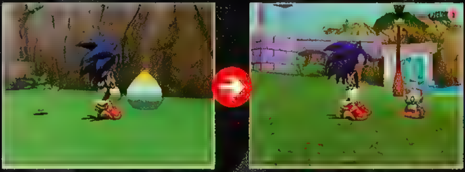
STRATEGY

RAISE, RACE AND BREED UP TO 24 GARDEN-DWELLING CREATURES.

In addition to the Hero and Dark adventures, Sonic Adventure 2: Battle features a creature collection and cultivation game that has you building a population of Chaos. You'll find three Chao containers in every adventure level. The first container that you find in a given level holds the key to the Chao Garden area. The other containers hold animals that you can give to your Chaos to help them grow. After you unlock the Chao Garden area once, you'll always be able to access it by way of the Stage Select. The area includes the Chao Lobby, the original Chao Garden, Chao Kindergarten and the Chao Stadium.

GROWING UP CHAO

The way you raise your Chaos will influence the way they change as they grow. Hatch them by holding them, rather than throwing their eggs against the wall, and pay attention to their needs. If you pet and hold a Chao, it will bond with you and always be in a good mood, as demonstrated by its facial expression and the floating symbol above its head. After an hour or so of petting and feeding, a Chao will undergo a transformation. If you raised the Chao with a Hero character, it will become a halo-wearing Hero Chao. If you raised the Chao with a Dark character, it will become a Dark Chao. The change opens one of two new gardens, accessible from the Chao Lobby.



Dote on a Chao with a Hero character to turn it into a Hero Chao, then take it to the newly opened Hero Garden.

ATTRIBUTE ADDITION

Chaos Drives and animals add to the Chao Stadium performance attributes of your Chao. You'll collect Chaos Drives after defeating enemies. Animals are in the second and third Chao containers that you'll find in each level. Every Chaos Drive that you give to a Chao adds to a particular Chao trait. Yellow Drives contribute to swimming ability. Purple Drives give the Chao better flying ability. Green Drives increase running speed. Red Drives add power. Animals add to some traits and take away from others. Their relative values are shown in the table below. Scout out the Chao races and figure out which attributes will lead your Chao to victory. Crab Pool (swimming) and Stump Valley (running, flying) wins will earn your Chao the items that it needs to plant seeds.

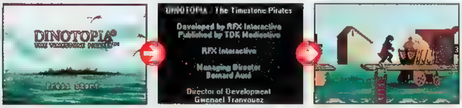
ANIMAL	SWIM	FLY	RUN	POWER
BAT	+4	+20	+4	+4
BEAR	+4	-8	+2	+18
BOAR	-2	-6	+16	+8
CHEETAH	-4	-4	+20	+4
CONDOR	-10	+30	-12	+8
DRAGON	+10	+2	+4	+16
GORILLA	-2	-4	+2	+20
HALF FISH	+16	0	+4	+12
PARROT	0	+24	-10	+2
PEACOCK	+6	+24	-8	-6
PENGUIN	+18	+6	+4	-12
PHOENIX	+6	+16	+2	+8
RABBIT	0	+4	+20	-8
RACCOON	+10	+6	+2	+4
SEA OTTER	+22	-2	+4	-8
SEAL	+20	-8	0	+4
SHEEP	+4	+6	+10	+10
SKELETON DOG	+4	+4	+16	+8
SKUNK	+4	+6	+6	+4
UNICORN	+8	+6	+18	0

DINOTOPIA: THE TIMESTONE PIRATES GBA

LADDERS TO SUCCESS CODE

ENTER A HIDDEN FARM WHERE LADDERS LEAD TO LEVEL WARPS.

The adventures of skybax pilot Clayton take several different forms. He runs and jumps through Waterfall City and Treetown, rides a skybax through Canyon City and pilots an underwater vehicle and hops with a hadrosaur in the Diamond Cavern. You can pick and choose Clayton's adventures with a level select code. On the title screen, press Up, Up, Down, Down, Left, Right, A, Left, Right and B. The screen's "Press Start" message will glow momentarily to confirm successful code entry. Press Start, then select the game's credits and let them run to the end. After the last credit rolls, the game will begin in a farm setting that is filled with ladders. Each ladder leads to a different level warp. You can climb any of the first three ladders to reach the Waterfall City and its surrounding areas. Ladders 4 through 7 lead to Treetown. Ladders 8 through 11 take you to Canyon City. Your underwater adventure begins after you climb Ladder 12. The Diamond Cavern levels start with Ladder 16. Climb, warp and explore.



On the title screen, press Up, Up, Down, Down, Left, Right, A, Left, Right, B. When "Press Start" glows, press Start, then select the credits and let them roll. When they're done, the level select area will appear.

DEXTER'S LABORATORY: DEESASTER STRIKES! GBA

FLIRTING WITH DEESASTER CODES

GIVE YOURSELF A BOOST OR A CHALLENGE IN DEXTER'S ADVENTURE.

The diabolical developers of Dexter's Laboratory: Deesaster Strikes! have given you a choice. You can cheat to make things easier for Dexter or cheat to raise the game's difficulty level. During game play, press the Start Button to pause the game, then press the L and R Buttons in any of the sequences listed below. A message will appear following correct code entry. The helpful cheats will give you an advantage. The tricky cheats will create another obstacle on your way to success. The Slow Enemies and Fast Dexter cheats combine to give you a good head start in your battles with the lab rats.

BUTTON SEQUENCE	HELPFUL CHEAT
L, L, R, R, R, R, R, R, L, L, R, R, L, L, L, R	LOW GRAVITY
L, R, R, R, L, R, L, R, L, L, R, L, L, L, L, L	SLOW ENEMIES
L, R, R, R, R, L, R, L, R, R, L, L, R, L, R, R	FAST DEXTER
L, R, R, R, R, L, L, L, R, L, L, L, L, L, L, R	LESS DAMAGE
L, L, R, R, L, R, L, L, L, R, L, L, R, R, L, L	ONE MORE TRY
L, R, R, R, L, L, R, R, L, L, L, L, R, L, L, R	DOUBLE AMMO

BUTTON SEQUENCE	TRICKY CHEAT
L, R, R, R, R, R, R, L, R, L, L, R, R, L, L, L	REVERSED CONTROLS
L, L, R, R, R, R, L, R, R, R, L, L, L, L, L, L	STRONG ENEMIES
L, R, R, R, R, R, L, L, L, L, R, R, R, R, L, L	FAST ENEMIES
L, L, R, R, R, L, R, R, R, L, L, R, R, L, L, R	SLIPPERY FLOOR

LEGENDS OF WRESTLING GCN

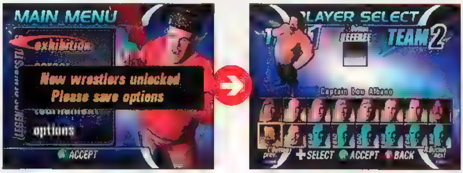
DIRTY DOZEN CODE

UNLOCK 12 LEGENDS WITH A SINGLE CODE.

Of the 42 legends in Legends of Wrestling, 12 are locked at the beginning of the game. You can unlock one or two at a time with your accomplishments in the ring, or you can unlock all of them at once with a single code. At the Main Menu, where you have your choice of game modes, use the Control Stick or Control Pad and the X and Y Buttons to enter the following: Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X. Confirmation for correct code entry will show that you have unlocked new wrestlers. When you start playing, you'll see that all the character selection slots are filled with legends.

UNLOCK LEGENDS CODE

UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, Y, Y, X



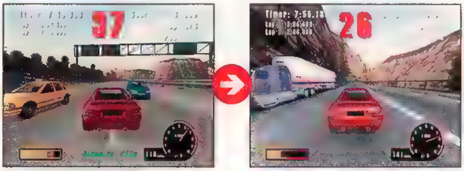
Enter the code at the Main Menu, then start a game and select from a wide variety of wrestlers.

BURNOUT GCN

BUILD UP AND BOOST STRATEGY

DRIVE ON THE WRONG SIDE OF THE ROAD FOR THRILLS AND SPEED.

The key to success in the dangerous driving game is adopting a fearless disregard for the rules of the road. When you face oncoming traffic, your boost meter fills up for two reasons: driving on the wrong side of the road and causing near misses. You can survive while facing oncoming traffic by following the line between wrong way lanes or by driving on the shoulder. When your meter tops out, you can get a burst of superspeed. If you use all of your reserves for one sustained speed boost, the meter will regenerate to half-full status once you slow down to normal breakneck speeds. When you unlock Free Run Mode by placing first in the Grand Prix Championship USA Marathon, you'll be able to race through any course without facing traffic. Even when the streets are empty, you can build up your boost meter by driving in the oncoming lanes. You won't have to risk collisions and you'll still be able to build up your meter for a a time-slashing burst of speed.



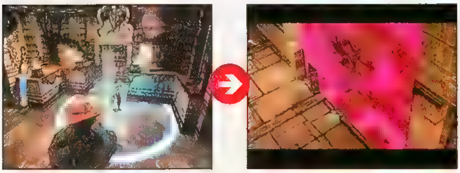
The best way to build up your boost meter is to veer into oncoming lanes. You'll get points for driving on the wrong side and for near misses.

ETERNAL DARKNESS: SANITY'S REQUIEM GCN

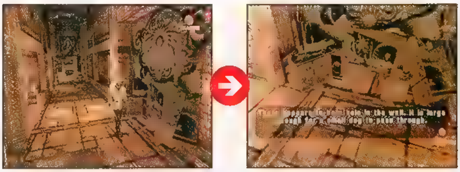
MANTOROK MAGICK TIP

COLLECT THE MANTOROK RUNE AND ACCESS THE FOURTH ALIGNMENT.

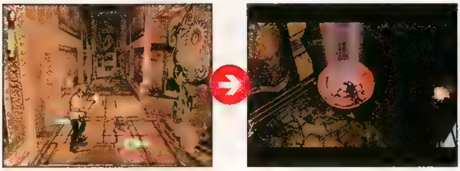
With thorough exploration, you can leave Edwin Lindsey's Journey into Darkness with command over the fourth alignment—the one that trumps all others. As you journey deep into the temple, you'll encounter a series of force fields in the centers of three different rooms. After you use the Dispel Magick spell to break each of the force fields, you'll see that another force field, somewhere else in the temple, will start to give way. The weakening force field is in the middle of the passage that connects the Gold Necklace cleaning room with the Gold Bracelet room. When the force field is gone, you'll be able to examine the wall carving that was on its other side and find that it has a small hole that an animal could crawl through. Continue your journey and be sure to brush away any cobwebs that you see to expose all of the magick items in the temple. On your way to the final chamber, and your confrontation with Pious, you'll collect the Summon Trapper spell scroll. When you have all of the pieces to cast the spell, retrace your steps back to the broken carving. Use your new spell to create a Trapper and guide the creature through the hole in the carving. The Trapper will enter a room with two Horrors and a rickety bridge. Guide the Trapper over the bridge to a Mantorok sigil. A door will open next to Lindsey, giving him access to the Mantorok rune.



When you dispel the magick that surrounds the centerpieces of three rooms, you'll see that a purple force field is weakening.



The force field protected a carving. Examine the carving to learn that there is a hole at its base.



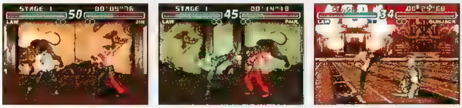
After you collect the elements needed for the Summon Trapper spell, return to the carving and guide a Trapper through the hole to trigger a door.

TEKKEN ADVANCE GBA

OUTFIT ALTERNATIVES TIP

GO INTO BATTLE WITH YOUR CHOICE OF CLOTHING COLORS.

Tekken Advance combatants wear costumes of three different colors. The button that you press to confirm character selection determines the color of your fighter's costume. After you move the cursor over the desired character on the character selection screen, you can press the A Button, R Button or Start Button to confirm the selection and start fighting.



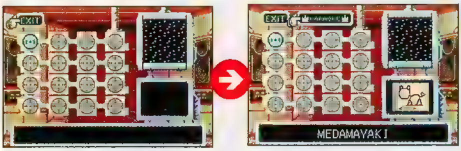
Press A, R or Start while confirming character selection to give your fighter your choice of three costume colors.

WARIO LAND 4 GBA

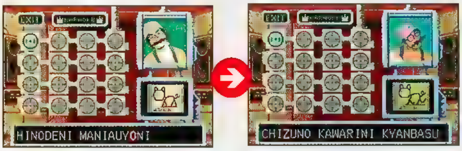
WARIO PARTY CODE

UNLOCK THE 17TH CD AND SING ALONG WITH KARAOKE MODE.

In Volume 153's CI, we revealed the locations of 16 CDs, which you can listen to and watch in the Wario Land 4 Sound Room. A 17th CD is available as part of the Sound Room's hidden Karaoke Mode. While you're in the Sound Room, press and hold the L, R, Start and Select Buttons and press Up on the Control Pad. A Karaoke option will appear next to the Sound Room Exit. When you place the cursor on the Karaoke option, you'll see a stick figure cat on the cover of the 17th CD, in the lower-right corner of the screen. Press A to play it, then press L and R to cycle through two different play modes and CD cover colors. When the CD color is green, you'll hear a voice singing along with the tune. When the CD color has a pinkish hue, the track will be instrumental and sing-along lyrics will appear at the bottom of the screen. The lyrics are in Japanese, but the title roughly translates to "Sunny Side Up." Press Up and Down to change the pitch of the music. Press Left and Right to change the speed.



In the Sound Room, press and hold L, R, Start and Select. Then press Up on the Control Pad to make the Karaoke option appear.



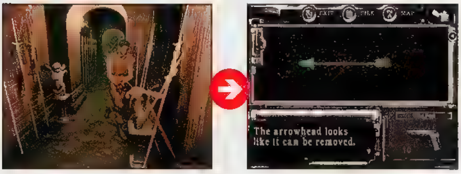
Select Karaoke Mode to listen to, and sing along with, a Japanese song, complete with a vocal track.

EXAMINATION IS KEY

STRATEGY

EXAMINE TWO DIFFERENT ITEMS TO DISCOVER HELPFUL KEYS.

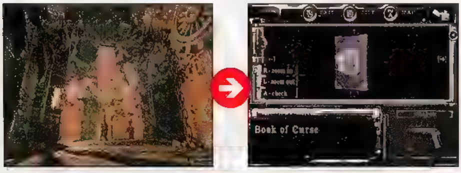
Early in your haunted mansion adventure, you'll learn that it is important to look closely at the items that you collect. By examining some items, you will be able to change them to fit your needs better. Not long after you pass Kenneth's corpse and climb the stairs to the second floor, you'll walk through a room that is lined with spears, where you will discover the Golden Arrow in a statue. Take the arrow and examine it in the Status screen. You'll see that you can separate the arrowhead from the shaft. Press the A Button to break the arrow apart and keep the arrowhead. When you walk down to the landing between the main floor and the second floor, you'll find a door to the graveyard. Explore the graveyard until you discover a carving of an angel on the side of a tomb. Use the arrowhead on the carving to open the entrance to the tomb. Climb down the long stairs and walk up to a pedestal, under a suspended coffin. You'll find a book fitted into the top of the pedestal—pick up the book and examine it. It's the Book of Curse. While you are looking at the book in the Status screen, use the Control Stick to turn it around and look at the back of it. You'll see a key. Press the A Button to pull the key off the book, then open the book for a clue about the mansion.



The arrowhead looks like it can be removed.

Pick up the Golden Arrow and examine it to discover that the arrowhead separates from the shaft.

When you reach the large tomb in the graveyard, place the arrowhead in an indentation in the angel carving to open an underground passage.



Book of Curse

After you walk down the stairs and pick up the book, turn it over to discover a Mansion Key, which is marked with a picture of a sword.

ITEM EXCHANGE

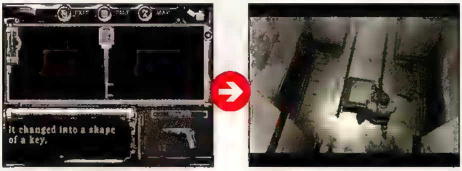
STRATEGY

REPLACE NEW ITEMS WITH OLD ITEMS TO GET OUT OF A PAIR OF TRAPS.

There are two places early on in your adventure where you will trigger traps by taking items from their places. If you replace the new acquisitions with similar items from your inventory, you will reset the traps and avoid crushing defeat. The first instance of item removal that triggers a trap happens when you collect the shotgun in the hunting room on the first floor, in the northeast section of the east wing. If you're making your way through the adventure with Jill, you can take the shotgun from its place on the wall, go to the next room, where the ceiling will begin to drop, and wait for Barry to save you. If you're controlling Chris, you'll have to get out of the mess on your own. Don't collect the shotgun until you have the broken shotgun. You'll find the rusty weapon in a storage room on the first floor, in the northwest section of the west wing. After you take the working shotgun from its place on the wall, replace it with the broken shotgun. When you leave the room , you will not fall victim to the ceiling trap.

If Chris is your character, you should collect the broken shotgun from a first floor storeroom. Use it to replace the working shotgun.

You'll make another exchange when you collect the Armor Key from its place on the third floor. Before you attempt to collect the key, you'll need an item that can double as a key. Take the dog whistle from the second-floor room in the northwest corner of the east wing and use it near the stained-glass windows on the second floor balcony. When the attack dogs appear, fire on both of them and collect the dog collar. Examine the collar and push the switch. A small compartment will open and a coin will pop out. Turn the coin over and push the A Button. The coin will transform into an imitation key. Take it to the third floor and remove the real key from the plaque on the floor. The plaque will sink, the walls will close in on you and a suit of armor with a spinning blade will advance. Before the suit of armor gets too close, place the imitation key in the plaque on the floor. The walls will retract, the suit of armor will retreat and you will be spared.



It changed into a shape of a key.

Turn over the coin from the dog collar and turn it into a fake key. You can use the fake key to stop the armor trap on the third floor.

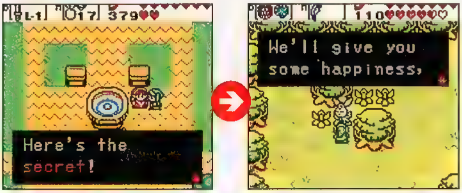
EXTENDED ADVENTURE

USE PASSWORDS TO CONNECT LINK'S ORACLE ADVENTURES AND AMASS A HUGE COLLECTION OF SPECIAL ITEMS.

The Legend of Zelda: Oracle of Seasons and The Legend of Zelda: Oracle of Ages share a connection. After you complete one of the adventures, you'll earn a password that turns the next adventure into a sequel of the first. When you play a password-linked game, you will come across characters who make references to your earlier adventure and you'll have a few experiences that you wouldn't have had if you played the game as an isolated adventure. You'll also have the chance to play minigames and earn special items. This month, we'll explore the bonuses that you can receive by playing a password-linked Oracle of Seasons game. Next month, we'll take a look at the password-linked Oracle of Ages adventure.

HAVE HEART

After you talk to the Maku Tree for the first time in your password-linked Oracle of Seasons game, you'll find a girl near the fountain in Horon village who will give you a five-character password. Switch to your saved file in Oracle of Ages and give the password to a Fairies' Woods sprite. The sprite will give you a Heart Container and another password. Switch back to Oracle of Seasons and take the new password to Farore, in the Maku Tree. She'll reward you with a Heart Container for Oracle of Seasons.



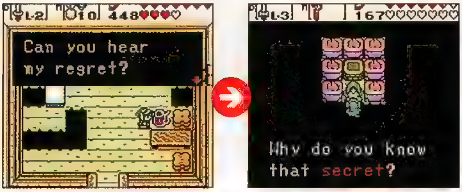
Here's the secret!

We'll give you some happiness,

A girl near the fountain in Horon Village will send you to the Fairies' Woods, in Oracle of Ages, in search of a Heart Container.

SHIELD STRENGTH

After your ride with the pirates, from the desert to the area around the graveyard, you'll find a ghost in an abandoned house. Talk to the spirit to get information and a password. Then plug in your Oracle of Ages game and go to the library in the southwest section of Labrynna's past. You'll find an old man there who will give your shield more strength after you provide him with the password. He'll also give you a password that you can take to Farore for a shield upgrade in Oracle of Seasons.



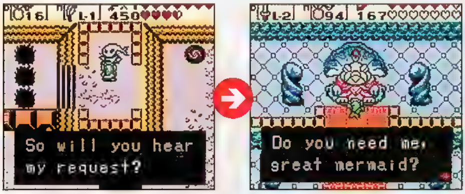
Can you hear my regret?

Why do you know that secret?

Talk to the ghost near the Oracle of Seasons graveyard and take its secret to the library in Oracle of Ages to earn a stronger shield.

HERO'S WELCOME

You'll start a password-linked Oracle of Seasons game with a sword, which means that you won't have to enter the Hero's Cave at the beginning of the game to get your first blade. About halfway through your new adventure, you'll have the tools that you'll need to make your way through the advanced version of the cave. In the cave, a Zora on a platform will give you a clue and a five-character password. Go to present-day Labrynna, in the Oracle of Ages game that you completed, and give the new password to King Zora. The king will upgrade your sword in Oracle of Ages and he'll give you another password. Return to your password-linked Oracle of Seasons game and give your new password to the Farore. She will upgrade your sword for Oracle of Seasons.



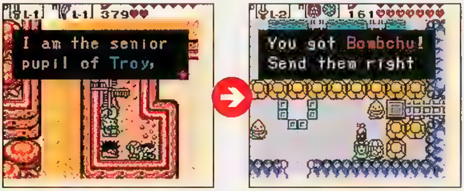
So will you hear my request?

Do you need me, great mermaid?

Get advice and a password from the Zora in the Oracle of Seasons Hero's Cave, then return to King Zora in Oracle of Ages for a sword upgrade.

HAVE A BLAST

A side quest to Oracle of Ages earns you an unusual explosive tool. In your password-linked Oracle of Seasons game, you'll discover that the one-man band in the Woods of Winter has a fan. The music listener is a pupil of Troy, from Oracle of Ages. Talk to the pupil for a password that you can take to Troy in the northeast corner of present-day Labrynna. After you give Troy the password, he'll introduce you to a mine cart minigame, where the goal is to collect jewels as you sweep through the mine on a track. If you successfully collect all of the jewels, Troy will reward you with a password and a Bombchu, a walking bomb that you can use to destroy weak walls and enemies from a distance. When you return to your password-linked Oracle of Seasons game, take the new password to Farore to get the prize. The only way to collect a Bombchu in Oracle of Seasons is by using the password. It's not a necessary tool, but it's fun to have.



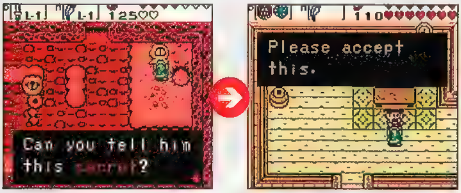
I am the senior pupil of Troy,

You got Bombchu! Send them right

Talk to Troy's pupil in Oracle of Seasons, then pop in your Oracle of Ages Pak and give Troy the pupil's password. He'll send you to the mines.

SPIN CONTROL

A trip to the Lava Lake in Oracle of Seasons is your first stop on a quest for the Spin Ring. Using the power of autumn, you'll be able to enter the Lava Lake area and talk to a Subrosian who will hand over a password. The password is of interest to Mayor Plen in Oracle of Ages. You'll find the mayor in Lynna City. After you give him the password, he'll give you the Spin Ring. When you have the ring equipped, you'll be able to spin twice in your powered-up sword attack.



Can you tell him this secret?

Please accept this.

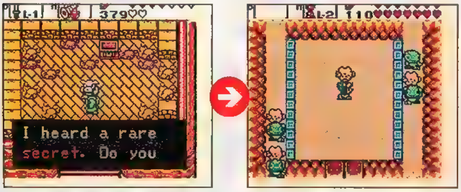
A Subrosian braves Lava Lake in your password-linked Oracle of Seasons adventure. Take the Subrosian's password to Mayor Plen for a prize.

TRACTION ACTION

You can collect the ice-gripping Snowshoe Ring before you explore the slippery Sword & Shield Maze. Mamamu Yan's mother makes an appearance in your password-linked Oracle of Seasons game. You'll find her in the Floodgate Keeper's house. Talk to her to earn a password, then go to Mamamu Yan's house in Oracle of Ages. After you give Mamamu Yan the password and catch her dog for her, she'll give you the ring. Take the ring to Vasu for appraisal and talk to the Red Snake for a password that you can use in Oracle of Seasons.

BOMB BAG EXPANSION

Following your battle with the Great Moblin in the Moblin Fortress, you'll discover the Moblin leader and a few followers in a Sunken City house. Talk to them, then talk to a Moblin in the ruins of the Moblin Fortress. He will offer you a password that you can use in Oracle of Ages. Return to your saved Oracle of Ages game and seek out a Tokay in a cave in the southeast section of present-day Labrynna. The Tokay will challenge you to a meat-tossing minigame. A successful session will leave you with an expanded Bomb Bag and a password for Oracle of Seasons.

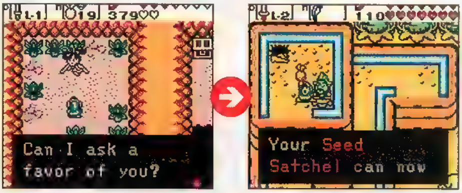


I heard a rare secret. Do you

A Moblin in the devastated Moblin Fortress will point you to a Tokay cave in Oracle of Ages. Play a minigame there for more bomb-carrying capacity.

SEED SECRET

When you reach the Fairy Fountain in a password-linked Oracle of Seasons game, you'll learn a password that you can take to Tingle in your completed Oracle of Ages game. You'll find him near Lynna City, in present-day Labrynna. He'll give you a satchel that holds more seeds and a password that you can use to get the same satchel in Oracle of Seasons.



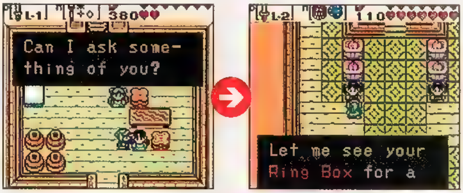
Can I ask a favor of you?

Your Seed Satchel can now

Talk to the Woods of Winter Fairy in Oracle of Seasons and Tingle in Oracle of Ages to earn a high-capacity Seed Satchel.

RING BOX REWARD

After you clear Snake's Remains in Oracle of Seasons, talk to a girl in the house where you originally got the shovel. She'll give you a password and a clue that leads you to the twins in Oracle of Ages' Symmetry Village. Give them the girl's password. They'll give you a Ring Box upgrade that allows you to carry more rings and a password that you can use in Oracle of Seasons.



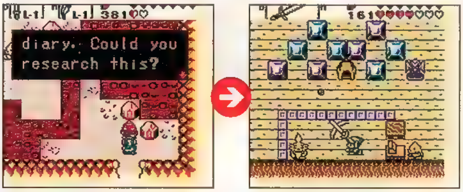
Can I ask something of you?

Let me see your Ring Box for a

Go to Holly's house in Oracle of Seasons for a password that will earn you a Ring Box upgrade in the twins' house in Oracle of Ages.

HEAVY HELP

Biggoron's Sword will be your prize after a side quest and a minigame. Following your battle with the massive Goron of Goron Mountain, talk to a Goron in a nearby cave for a password. Take the password to the northeast section of Labrynna's past and use it to play a sword-swinging minigame to earn the blade.



diary. Could you research this?

An Oracle of Seasons Goron will point you to an Oracle of Ages minigame where you can win Biggoron's Sword.

STAR WARS ROGUE SQUADRON II: ROGUE LEADER

GCN

FORCE FINALE

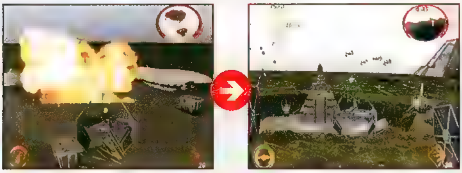
THE LAST BATCH OF ROGUE LEADER CODES UNLOCK MISSIONS AND A MODE.

The Rogue Squadron sequel is a passcode heavyweight, with codes to unlock every level and a fleet of ships. This month, we go to the edge of the universe with codes to unlock the most difficult mission in the game, the ultradifficult Ace Mode, and a car that would be more at home in George Lucas's film *American Graffiti* than it is in the *Star Wars* universe.

ADVANCED MISSIONS

If you've been following the Rogue Leader passcode news, you're familiar with double passcode entry. Activate the passcode entry screen from the Options menu and enter the first passcode of a pair. The passcode will disappear as if it didn't work. After you enter the second passcode, R2-D2 will chirp to confirm passcode entry success. Our passcode list begins with pairs that unlock a series of bonus missions. You'll have to enter the codes that open all 10 original missions (seen in previous CI columns), in addition to the bonus mission codes. You can cycle through the original 10 missions on the mission select screen by pressing Left or Right on the Control Stick. To get to the bonus missions, once they are unlocked, you must select certain original missions then press Up. The alternate-reality missions that put you in the boots of Darth Vader are a little more tricky to find. Center on the Strike at the Core mission (Mission 10) and press Up to access Triumph of the Empire, then press Right to skip to Revenge on Yavin and press Right again to skip to Endurance.

PASSCODES		RESULTS
!??QWTTJ	CLASSIC	ALL 10 ORIGINAL MISSIONS
AZTBOHII	OUTCAST!	TRIUMPH OF THE EMPIRE
OGGRWPDG	EEKEEK!	REVENGE ON YAVIN
?WCYBRTC	??MBC???	ENDURANCE



On your way to stopping Rebel Transports from escaping in the Revenge on Yavin mission, you'll encounter squadrons of X-wings and speeders. Take out as many as you can and keep instructing your wingmates to attack.

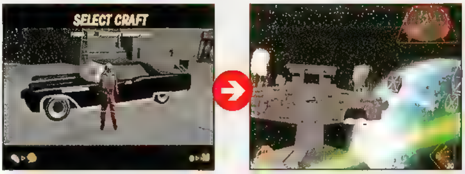
WAVES DESTROYED: 5
WAVES DESTROYED: 6

The Endurance mission is an endless battle with Imperial craft over the surface of the Death Star. Each time you destroy every 10 waves of TIEs, you'll face a wave of shuttles. Destroy them for an extra life.

UNLOCK SHIPS

Two of the bonus ships revealed in this issue are tied to the Empire. The third vehicle is not a traditional *Star Wars* blaster. The TIE Advanced X1 is the default ship for the Empire's alternate reality missions. After you unlock it, it will be available in Ison Corridor Ambush, Prisons of the Maw, Razor Rendezvous, Vengeance on Kothlis, Raid on Bespin, Battle of Endor and Strike at the Core. After you unlock the Imperial Shuttle, it will act as an alternate for Vader's TIE in the Triumph of the Empire and Revenge on Yavin missions. The vintage car is a gas guzzler from the mid-20th century that does not appear in the list of available aircraft for any mission. After you unlock it, you'll find it in the hangar for all missions that launch from space.

PASSCODES		RESULTS
NYM!UUOK	BLKHLMT!	TIE ADVANCED
AJHH!?JY	BUSTOUR	IMPERIAL SHUTTLE
!ZUVIEL!	!BENZIN!	VINTAGE CAR

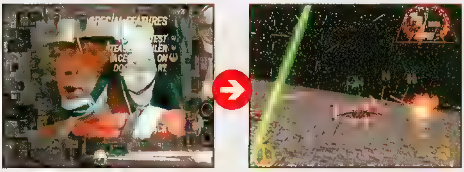


Star Wars creator George Lucas is famous for being a fan of '50s and '60s hot rods. The vintage car is a surprise vehicle that pops up in the hangar for space missions. It is equipped with lasers and cluster missiles.

UNLOCK ACE MODE

Ace Mode is an advanced difficulty level that will put your enemy-blasting skills to the test. After you enable the mode with passcodes, you'll find an Ace Mode entry on the Special Features screen. Select the entry and press A to activate the mode.

PASSCODE		RESULT
U!?!VWZC	GIVEITUP	ACE MODE ENABLED



After you turn on Ace Mode on the Special Features screen, you'll enter a new level of difficulty. Even the early missions will prove to be tricky, as the enemies are quick and aggressive.

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T
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Blood
Violence

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Untitled - FunEditor

Project Resources Code View Help

FUNDAMENTALS

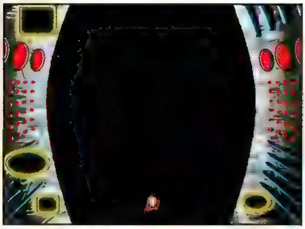
CREATE GAMES AND LEARN TO PROGRAM WITH DIGIPEN'S PROJECT FUN

Program Progress

Space Shooter Takes Off

New Project, New Ideas

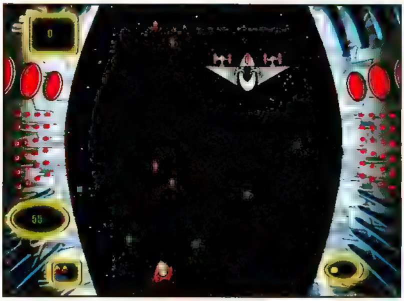
The latest Project FUN game that you can create on your own is an old-school vertical space shooter, which introduces a ton of fun programming concepts. You'll spawn sprites on the fly, use layered maps and develop power-ups. Three successive lesson plans give you increasingly advanced end products. After you complete one lesson plan, you can move on to the next set of sessions and add to your project. Once you complete the Expert level sessions, check out our Bells & Whistles section for more ideas on how to add to your game.



Getting Started
The beginner sessions show you how to place your player-controlled ship into the game and give it life.

Beginner Sessions

The first set of sessions establishes the basic rules and activities of the game. You'll start by setting up the playing field and placing the player-controlled spaceship into the game—giving it mobility and the ability to fire dual blaster shots. Then you'll introduce several types of enemies into the game and give them instructions on when and where to appear.



Becoming an Expert
By the time that you reach the end of the expert sessions, you will have a fun and playable game, complete with power-ups.

Advanced Sessions

The Advanced sessions start where the Beginner sessions end. As you follow the sessions, you will introduce explosions to mask disappearing enemies. You'll also give some enemies more complex movement patterns (move left and right as they fly from the top of the screen), and you'll give enemies the ability to fire shots at the player-controlled ship, which will make the game much more challenging to play.

The Advanced sessions also touch on how to introduce a foreground map that displays the score.

Expert Sessions

When you move on to the Expert level of instruction, you will introduce the concept of power-ups into the game, along with a health meter, replays and menus. You'll also create a second level with new enemy patterns. After you are done, you should be able to create more game levels on your own and even develop your own types of power-ups.

Bells & Whistles

The Nintendo Power-exclusive Bells & Whistles section gives you a new type of power-up item that you can program into the game—a power-up item that gives your ship a shield. Cool!

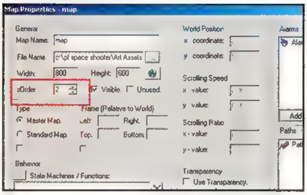
FUN Facts www.projectfun.digipen.edu

- The DigiPen Institute of Technology's Project FUN is an online club that gives members an opportunity to create video games on a personal computer.
- Nintendo Power subscribers can join Project FUN at a rate of [illegible] for an entire year. Details are available at DigiPen's website: www.projectfun.digipen.edu.
- The Project FUN Game Factory offers instructions and assets that give members the power to create games. A new assignment is introduced every month.
- The Nintendo Power Fundamentals column offers information and advice on the latest Project FUN projects, with helpful hints and bells and whistles.

Space Shooter Terms

zOrder

When you place the first map into the project, you will set its zOrder to a value of 2. The zOrder property tells the program how to layer the maps. The map with the highest zOrder is displayed above the maps with lower zOrders. The Advanced and Expert sessions show you how to add a foreground map, which has a higher zOrder value than the main map, and a scrolling star-field background, which has a lower zOrder.



Map Name: map
File Name: c:\pf space shooter\Art Assets
Width: 800
Height: 600
zOrder: 2
☑ Visible.
☐ Unused.
● Master Map.
○ Standard Map.
☐ Use Transparency.

Maps in Layers
ZOrders of maps and sprites show how they are displayed in relation to other maps and sprites, with the largest value trumping smaller values.

Display List

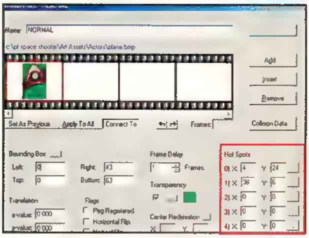
The player-controlled plane sprite and its bullets have a display list # value of 1, while enemy sprites and their bullets use the default display list # value of 0. The display list # property groups sprites to optimize collision detection. Sprites with different display list # values collide with each other, while sprites with identical display list # values do not register a collision when they occupy the same space. That's why enemy ships can overlap each other, while a collision between an enemy ship and the player-controlled craft will result in the destruction of both sprites.

Vector Direction

Vector direction describes the basic movement of a sprite, using X and Y values. A positive X value gives a sprite movement to the right. A negative X value makes the sprite move to the left. A positive Y value suggests downward movement. A negative Y value moves the sprite upward. Enemy sprites have an X, Y vector direction of 0, 1, which means they don't move left or right but they do move down. If a sprite has non-zero X and Y vector direction values, it will move along both the X axis and the Y axis.

Hot Spots

You'll use hot spots when you make the player-controlled plane fire bullets. Hot spots are position points on an actor that can be used as references by the program. They are defined by X and Y coordinates, where 0, 0 is the upper-left corner of the frame. The plane sprite's two hot spots define the locations of the plane's guns and serve as the spawning locations for its bullets. Hot spots are often used as reference points in actors that have multiple frames of animation. You'll see the concept in action when you create a game with animated characters.



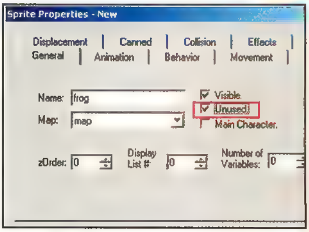
Name: NORMAL
c:\pf space shooter\Art Assets\Actors\plane.bmp
Left: 0
Top: 0
Right: 43
Bottom: 63
Frame Delay: 1 Frames.
x-value: 0.000
y-value: 0.000
☐ Peg Registered.
☐ Horizontal Flip.

Hot Spots	X	Y
0)	4	24
1)	38	5
2)	0	0
3)	0	0
4)	0	0

Points of Reference
Hot spots are reference points on actors that the program can use. Every actor can have up to five hot spots.

Check Unused

When you give a sprite its properties, you can check it as being unused. If you leave the sprite in its default used state, the game level will create it automatically. If you set the sprite as unused, the program will wait until it is prompted to create the sprite, at which time its status will change from unused to used.



Name: frog
Map: map
☑ Visible.
☑ Unused.
☐ Main Character.
zOrder: 0
Display List #: 0
Number of Variables: 0

Used Sprites
When a sprite has used status, it is loaded, named and placed into the game world. You'll initialize some sprites as unused to be used later.

Space Shooter Coding

Shooting Function

The FUN Ping Pong project showed you how to call a function. The Space Shooter project shows you how to create one.

```
//Create a new sprite
Sprite *s = mainSprite->CreateSprite();
//Name it bullet
s->Name("bullet");
//Set it used
s->Unused(false);
//Set its X position
s->WorldPositionX(This->WorldPositionX()+
    This->HotSpotX(0));
//Set its Y position
s->WorldPositionY(This->WorldPositionY()+
    This->HotSpotY(0));
```

Players will call the ShootingFN function every time they press the space bar. It creates a bullet sprite, gives it a name, sets the sprite's status to used and spawns it. The spawn location takes into account the position of the plane sprite and the position of the hot spot on the sprite. The code displayed to the left covers the creation of a single bullet sprite and its placement on one of the player-controlled plane's hot spots. After the sprite is created, the X and Y speeds and vector direction will set it into motion, and its state machine will give it new behaviors when it collides with an enemy sprite or flies off the top edge of the screen.

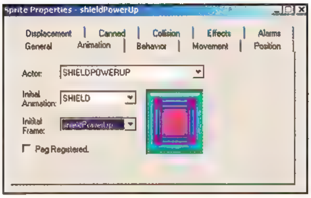
Enemy Production

The Beginner sessions are largely dedicated to placing enemies in the playing field. You will start the process in Session 9 with a big chunk of code that creates frog sprites in three different locations. The code is used to describe the initial action of the Creating Frog state. It is called by the edge that connects the Idle state with the Creating Frog state every time the gameCounter variable reaches one of the target values. The sprites have negative Y values when they are spawned, which means that they are created above the upper limits of the screen. Their speed and vector direction properties make them drop into the playing area.

Bells & Whistles

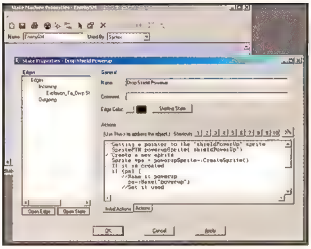
Give Your Game More Power

One of the greatest things about creating games is that you can continue to add features and make the game more fun to play and program. After you have completed the Beginner, Advanced and Expert lessons, you can add even more features to the Space Shooter project. The following steps describe just one of many additions you can make. Let your imagination run wild.


Sprite Properties - shieldPowerUp
Displacement
General
Canned Animation
Collision Behavior
Effects Movement
Alarms Position

Actor: SHIELDPOWERUP
Initial Animation: SHIELD
Initial Frame: shieldPowerUp
☐ Peg Registered.

Create and Animate a Power-Up Icon
Add a power-up animation set, assign it to a new sprite and put it in the game.


State Properties - Drop Shield Powerup
Edges
Incoming
Outgoing
General
Actions
Open Edge
Open State
Initial Actions
Actions
OK
Cancel
Apply

Name: Drop Shield Powerup

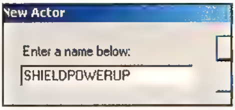
```
// Getting a pointer to the "shieldPowerUp" sprite
SpritePTR powerupSprite( shieldPowerUp")
// Create a new sprite
Sprite *ps = powerupSprite->CreateSprite()
// If it is created
if (ps) {
    //Name it powerup
    ps->Name("powerup")
    //Set it used
```

Program Power-Up Characteristics
Write code that will give the player-controlled plane a shield when it collects the power-up.

Create a Shield Power-Up

Step 1—Add an Actor

Before you program the effects of the shield power-up, you should create a new power-up icon. Right-click the Actors entry under the Game Assets part of the project tree and choose to add a new actor. The program will ask you to name the actor. Call it SHIELDPOWERUP.

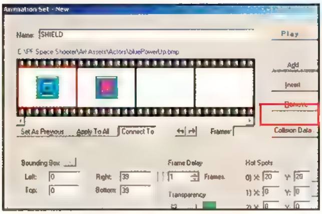


Enter a name below:
SHIELDPOWERUP

The Power-up icon needs a new look. Add an actor called SHIELDPOWERUP.

Step 2—Add an Animation Set

Find the SHIELDPOWERUP actor in the tree, right-click the entry and choose to add an animation set. Name the animation set SHIELD and press the Add Button to add a frame. Since the new power-up should look similar to the power-up that you added in an earlier session, you can start with the BMP file for the blue power-up. Select bluepowerup.bmp and add it as the first frame of the film strip. Then double-click on the image in the frame to open the art in your computer's default paint package, use the Save As feature to save the file under the name shieldPowerUp.bmp and alter the image. We put an S in the middle of the image and surrounded it with lines that give it a shieldlike aura. Save the image again, close it and add a new frame, using the altered BMP file. Next, click on the first frame of the animation set and press the Remove Button. You'll end up with a single frame animation set, that depicts the new shield power-up icon.


Animation Set - New
Play
Add
Insert
Remove
Collision Data
Set As Previous
Apply To All
Connect To
Frames
Bounding Box
Frame Delay
Hot Spots
Transparency

Name: SHIELD
C:\PF Space Shooter\Art Assets\Actors\bluePowerUp.bmp
Left: 0 Top: 0 Right: 39 Bottom: 39
Frame Delay: 1 Frames.
Hot Spots: 0) X: 20 Y: 20; 1) X: 0 Y: 0; 2) X: 0 Y: 0

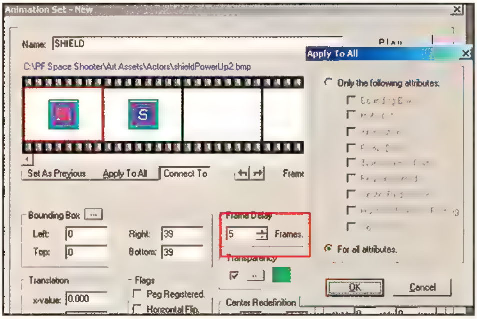
Start with the image of the blue power-up to create a new power-up image. Add the new image as the second frame of the animation set, then remove the first frame.

Step 3—Create Collision Data

Your power-up icon needs collision data so the program will know when it has collided with the player-controlled plane. Press the Collision Data Button, use the magnifying glass to enlarge the image and select the rectangle tool. The collision area should not include the green background. Start at the upper-left corner of the icon's blue section and drag the rectangle down to the lower-right corner. The collision data outline will have segments that point toward the center of the icon, ensuring that the collision will register after the plane has completely overlapped with the power-up. Save your work then close the box.

Step 4—Make It Flashy

You can make the power-up flash by adding another frame to the animation set. Double-click on the one frame in the set to call up your default paint program, save the file as shieldPowerUp2.bmp and change the color of the icon. Save it, close the window and add the new BMP file to the animation set. You'll have two frames in your animation set. The only difference between them is their color. Click on the first frame, change the frame delay value to 5, then press the Apply To All Button and press OK to confirm your choice.

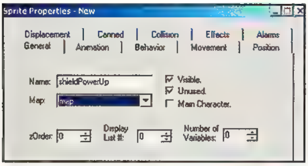

Animation Set - New
Play
Set As Previous
Apply To All
Connect To
Frame
Bounding Box
Frame Delay
Transparency
Translation
Flags
Center Redefinition
Apply To All
OK
Cancel

Name: SHIELD
C:\PF Space Shooter\Art Assets\Actors\shieldPowerUp2.bmp
Left: 0 Top: 0 Right: 39 Bottom: 39
Frame Delay: 5 Frames.
x-value: 0.000
☐ Peg Registered.
☐ Horizontal Flip.
○ Only the following attributes.
● For all attributes.

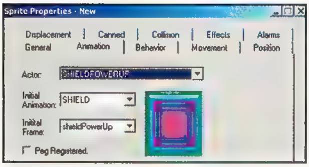
Add a second frame to your animation set, then click on the first frame, change the Frame Delay to 5 frames and apply the change to both frames.

Step 5—Create a Sprite

Once you have an animation set, you will be ready to create the power-up sprite. Right-click the Sprites entry under the Level1 branch of the project tree and choose to add a sprite. Name the sprite shieldPowerUp, assign it to the map named "map" and check the Unused box. By checking Unused, you will ensure that the game does not introduce the power-up into the game at the beginning of the level. Next, click on the Animation tab and assign the SHIELDPOWERUP actor to the sprite. The initial animation will show up as SHIELD and the initial frame will be shieldPowerUp.



Name: shieldPowerUp
Map: map
☑ Visible.
☑ Unused.
☐ Main Character.
zOrder: 0
Display List #: 0
Number of Variables: 0

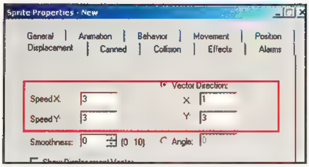


Actor: SHIELDPOWERUP
Initial Animation: SHIELD
Initial Frame: shieldPowerUp
☐ Peg Registered.

Add the sprite into Level 1 of the game, name it shieldPowerUp and select the SHIELDPOWERUP actor under the animation tab.

Step 6—Give the Sprite Speed

Now that you've assigned animation to the sprite, you can work on how it moves. Click on the Displacement tab and give it a speed X value of 3 and a speed Y value of 3. Under the vector direction entry, assign X to 1 and Y to 3. The vector direction values will make the power-up drift one pixel to the right for every three pixels that it drops. Click on the Collision tab and select Precise Collision. Save your work and close the box.

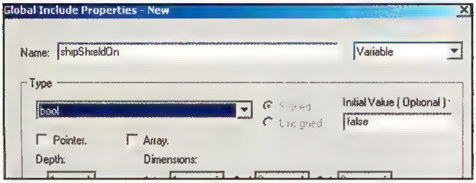


Speed X: 3
Speed Y: 3
● Vector Direction:
X 1
Y 3
Smoothness: 0 (0 10)
○ Angle: 0

Displacement properties influence the way the power-up icon moves. Set the speed to 3, 3 and the vector direction to 1, 3.

Step 7—Create a Variable

You'll use a variable to turn the shield on and off. The variable will be a Boolean, which means that it can have only one of two values (true or false) and it will be a global variable so that it can be used by all game levels. Right-click on Globals and add a variable. Call it shipShieldOn, set the type to bool and the initial value to false.



Name: shipShieldOn
Variable
Type: bool
● Signed
○ Unsigned
Initial Value (Optional): false
☐ Pointer.
☐ Array.

Name your global variable shipShieldOn, select the bool (Boolean) type and set its initial value to false.

Step 8—Modify the Enemy State Machine

Double-click on the EnemySM state machine, create a new state and name it Drop Ship Powerup. Then enter the following code in the state's initial actions:

```
//Getting a pointer to the "shieldPowerUp" sprite
 SpritePTR powerupSprite("shieldPowerUp");
//Create a new sprite
 Sprite *ps = powerupSprite->CreateSprite();
//If it is created
 if (ps) {
   //Name it powerup
    ps->Name("powerup");
   //Set it used
    ps->Unused(false);
   //Set its X position
     ps->WorldPositionX(This->WorldPositionX());
   //Set its Y position
    ps->WorldPositionY(This->WorldPositionY());
 }
//Deleting the enemy sprite and its explosion
  This->DeleteFlag(true);
```

The code creates an instance of the shieldPowerUp sprite, names it "powerupSprite" and nicknames it "powerup". Then it sets the sprite to Used, sets its location to that of the enemy that spawned it and deletes the enemy. Press OK, create an edge from the Explosions state to the new Drop Ship Powerup state and replace the edge's Conditions code with the following:

```
//Getting a pointer to the "score" Text Object
 TextPTR sc("score");
//is score equal to 20?
 return (sc->Value==20);
```

The code will check the score after every enemy explosion, and it will switch to the Drop Ship Powerup state if the score is 20.

Step 9—Make a New Machine

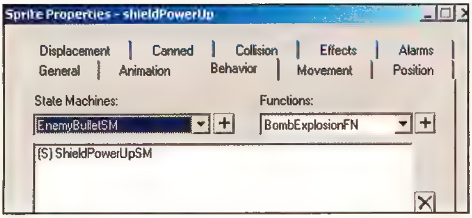
You'll need a state machine that controls the behavior of the shield power-up when it's on the screen. Since you already have a state machine that includes many of the properties that the new machine should have, you can save some time by creating a copy of the existing state machine and making a few modifications. Right-click on the PowerUpSM entry and choose to insert a copy. Name the copy ShieldPowerUpSM and select the Insert After PowerUpSM option. After you create the new state machine, open it up with a double-click, then replace the Initial Actions code in the Collisions state with the following.

```
//Deleting the shipPowerUp
 This->DeleteFlag(true);
//Enabling the extra bullet
 shipShieldOn=true;
```

When the player-controlled plane collides with the power-up, the power-up will disappear and the shield will turn on.

Step 10—Add the Power-Up Behavior

When you have a state machine that defines the actions of the shield power-up, you can add it to the power-up's behavior. Double-click on the shieldPowerUp sprite to open up its properties, and select the Behavior tab. Open the list of state machines, highlight the ShieldPowerUpSM state machine and press the + Button. The state machine's name will appear in the box below under the drop-down list.



State Machines: EnemyBulletSM

Functions: BombExplosionFN

(S) ShieldPowerUpSM

Select the Behavior tab in the shieldPowerUp sprite's properties, select ShieldPowerUpSM from the drop-down list and press the + Button.

Step 11—Modify the Plane's Behavior

The last thing that you have to do to make the new power-up work is to give the player-controlled plane new behavior when the power-up goes into effect. The modification will make the player-controlled plane invincible against enemy fire until it collides with an enemy ship. Double-click on the PlaneSM state machine and open the edge that points from the Idle state to the Collision With Enemy state. Then replace the Conditions code with the following:

```
//Testing if the plane collides with the enemy
    return ((!shipShieldOn)&&
            (This->CollisionWithSprite("enemy")));
```

Open the edge that points from the idle state to the Collision With Enemy Bullet state and replace the conditions code with:

```
//Testing if the plane collides with the enemyBullet sprite
    return( (!shipShieldOn)&&
            (This->CollisionWithSprite("ebullet")));
```

Next, create a new state and name it Shielded Collision. The state will turn the shields off. Open the state and enter the following conditions code:

```
shipShieldOn=false;
```

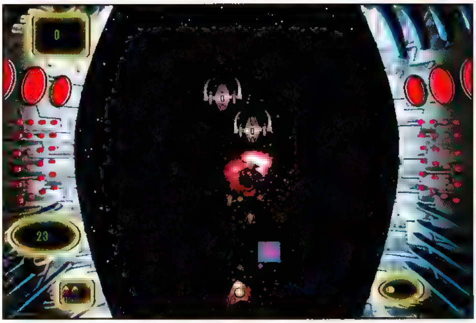
Create an edge from the Idle state to the Shielded Collision state, open it and replace its conditions code with:

```
//Testing if the plane collides with the enemy
    return ((shipShieldOn)&&
            (This->CollisionWithSprite("enemy")));
```

Create another from the Shielded Collision state to the Idle stae, save your work and close the window. You're ready to test the game!

Step 12—Play Space Shooter

After you complete your coding, save the project, compile the code and play. When your score hits 20, the new power-up will replace the destroyed enemy. If you manage to collect the item, enemy bullets won't hurt your plane until you collide with an enemy.



The reward for finishing all of the steps is being able to play the game! The new power-up will make your game last longer, as long as your plane does not collide with an enemy.

Extra Credit

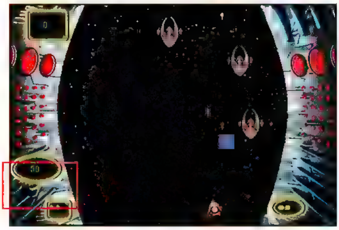
Finishing one task will give you the confidence to try more new things. It's always fun to experiment and add new features or modify existing features. If, for example, you would like to make the new power-up appear for every 10 points the player scores, open up the EnemySM state machine and double-click on the edge that points from the Explosions state to the Drop Shield Powerup state. Then change the last line of the conditions code from:

```
return(sc->Value==20);
```

to:

```
return(sc->Value%10==0);
```

It's a small code change that makes a significant alteration to the way the game plays. The % operator is a modulo operator. A modulo operator returns the remainder of a division. Whenever the score is divisible by 10, with a remainder equal to 0, the power-up will appear. Experiment and try new things. If something doesn't work the way that you expected it to, retrace your steps, follow the logic and see if you can make it work.



A simple code change can alter the way the game plays. Try new things and have fun.

HEELYS
SOMETIMES
EVOLUTION
MOVES AT A FASTER PACE

heelys.com

grail (grāl) n. 1. the new Heelys with grind rails. **grind** (grīnd) v. 1. to crush, pulverize by rubbing Heelys on hard surfaces. **grinder** (grīnd'der) n. one who tears or shreds all things.

Visit **www.heelys.com/nintendopower** and register to win a free pair.

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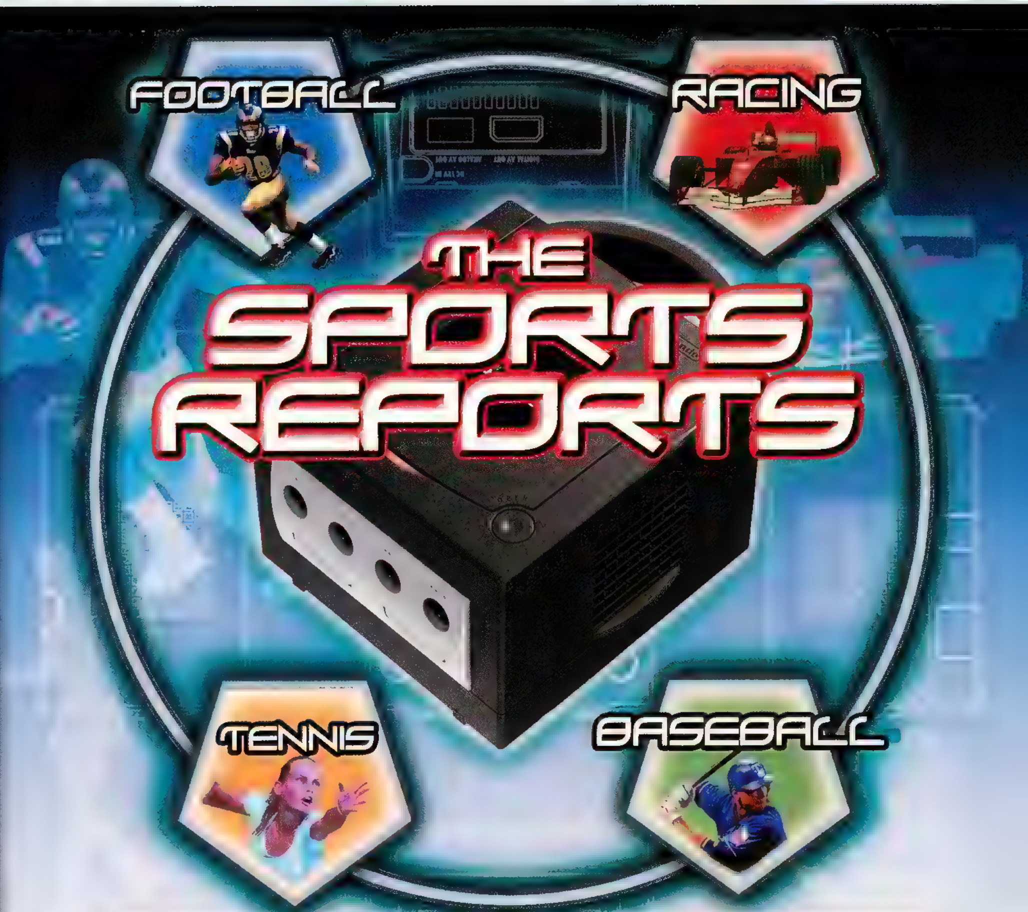

THE SPORTS REPORTS

STRAP ON YOUR CLEATS AND GET READY FOR NINTENDO POWER'S ALL-STAR SPORTS SHOW. WE PROMISE IT WON'T END IN A TIE.

83

FOOTBALL

MADDEN NFL 2003
BACKYARD FOOTBALL
NFL 2K3
NFL BLITZ 20-03

Whether you prefer friendly neighborhood matches or all-out gridiron wars, you're sure to find a football game that fits your style.

87

RACING

F1 2002

If you demand pure and utter realism from your racing games, you owe it to yourself to check out EA Sports's F1 2002. Real cars, real tracks, real-time racing and a real steep learning curve make it a game that will challenge F1 fans of all stripes.

88

BASEBALL

MLB SLUGFEST 20-03

NFL Blitz and NHL Hitz have already taken football and hockey to the next level, and now it's baseball's turn! The national pastime gets a 21st-century makeover as Midway debuts its MLB SlugFest series—you won't see any 2-1 pitching duels here.

[illegible]

TENNIS

WTA TENNIS

The best tennis game in recent memory starred a plumber and a dinosaur, but Konami's WTA Tennis gives Mario and company a run for their money. Pick your favorite female tennis star and hit the court to experience a 100-MPH serve.

MADDEN NFL 2003

The great granddaddy of football games unveils its latest chapter with Madden NFL 2003. All your old favorites are there—including Madden Cards and a Two-Minute Drill—and you'll find plenty of new additions, as well.

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DON'T GET SADDENED—GET MADDENED

OAK 0 2ND
NE 3 4:23
3RD AND 15

There are six modes of play in Madden NFL 2003: Franchise, Tournament, Two-Minute Drill, Football 101, Practice and Situation. You can also jump right into an exhibition game or access one of the many creation modes—including create-a-player, create-a-team, create-a-playbook and create-a-coach. If this is your first trip through the world of Madden, check out Football 101.

MADDEN'S MEGA MINICAMP

MADDEN
Cheat

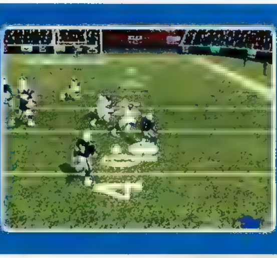
New to Madden 2003 is Minicamp Mode, which is a combination skills game and tutorial. Minicamp Mode lets you compete in events such as throwing through a series of rings and kicking long-distance field goals. If you win big, you'll earn special Madden Cards that unlock cheats, teams and stadiums.

ALL IN THE TIMING

Madden NFL 2003 is an extraordinarily realistic football game—and as such, techniques like passing and blitzing can be somewhat difficult. If you're having trouble, toggle the Easy Play options on in the Setting menu. Also, find a few plays that you really like and run them in Practice Mode until you have a good feel for the action.

SCRATCHING THE SURFACE

A single page can't begin to do justice to the Madden series, because there's still plenty to talk about. We haven't even mentioned that you can download senior class members from EA's NCAA 2003 and then draft them onto your Madden teams, the massive variety of hidden stadiums and teams to unlock and the insanely huge Franchise Mode, where you can become a combination GM/Coach in the off-season. Of course, you should check out our reviews of other football titles before deciding on the game for you.



NFL 2K3

The other big NFL license is Sega Sports's NFL 2K3. Sega has teamed up with ESPN for the game, and as a result, all the menus, music and stat-tracking aspects feel like an episode of "SportsCenter." But don't get distracted—there's a great game underneath all the pomp.

EVERYONE E CONTENT RATED BY ESRB

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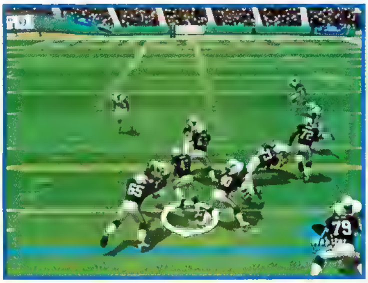
TENACIOUS D-TAILS



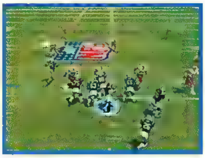
GAME OPTIONS

PRESENTATION SETTINGS

NFL 2K3 offers tremendous flexibility when it comes to game day. You can tinker with the overall game (such as setting the difficulty to easy) or with just one aspect of a larger series of stats (like setting just the run defense to easy). You can also import teams from Sega's NCAA 2K3.

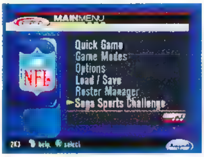
MULTIPLE MODES OF MAYHEM

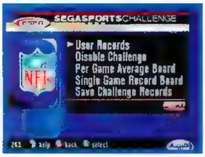
4-3
Nickel
Dime
Goalline
Prevent
90 Z Arrow
90 Z Bubble Motion
Weak Dive
50 Y Curl
Weak Toss
CAR 41



You'll find all the major game play options in NFL 2K3. Tear up the turf with Season, Franchise, Playoff, Tournament, Exhibition, Situation or Practice Mode. There's also a multiplayer option, where two to four players can battle it out.

SURF'S UP

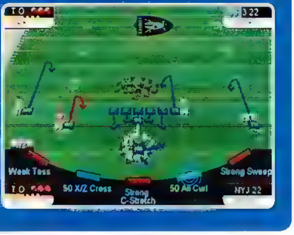

MAIN MENU
Quick Game
Game Modes
Options
Load / Save
Roster Manager
Sega Sports Challenge
help
select


SEGA SPORTS CHALLENGE
User Records
Disable Challenge
Per Game Average Board
Single Game Record Board
Save Challenge Records
help
back
select

NFL 2K3 also has an option called the Sega Sports Challenge. You can record stats in categories such as rushing yards, interceptions and sacks, then post your scores to a website (www.segasports.com) and see how you stack up against players from around the world.

THE NITTY-GRITTY

So how does NFL 2K3 compare to Madden? First of all, they are both tremendous titles. NFL 2K3 wins points on graphics and overall feel, but the running game could use some fine-tuning. Madden may lack a bit of flash and dazzle, but the football engine is the best in the biz. We lied on the first page—let's call it a draw!


Weak Toss
Strong Sweep
50 X/Z Cross
Strong C-Stretch
50 All Curl
NYJ 22

DEVELOPER TIPS

Tips courtesy of Visual Concepts team members Jeff Thomas, [illegible] Lee, [illegible], David [illegible] and [illegible].

RUNNING:

Follow your blockers and play to your running back's strengths. If you have someone like Jerome Bettis, run it down their throats and use power moves like the Stiff Arm and Shoulder Charge. If you have a finesse back like Warrick Dunn, use the Juke and Spin to fully exploit his speed when getting to the outside. Running plays are the best way to control the game and run out the clock.

PASSING:

Stay in the pocket—your blockers don't have eyes in the back of their heads. Use the short passing game to control the clock. If you don't have a premier running back, short passes are definitely the way to go. Also, not all receivers are created equal. Guys with speed may not have good hands. Guys with good hands may not have speed. Use your receivers to their strengths. Don't expect a possession receiver to outrun the defensive backs, and don't expect your deep threat to hold onto the ball across the middle. If you want a great passing game, let your quarterback do his drop. It's the most effective way to determine the timing of the pass, and it will give you a chance to focus on the open receiver. When the quarterback plants on his back foot, throw the ball—you'll get optimal accuracy in that state. It will also be the best time to catch receivers coming out of their cuts. Finally, don't let the ball hang in the air. Only use a lob when the [illegible]

BACKYARD FOOTBALL

If professional football takes itself more seriously than you'd like, Backyard Football may be right up your alley. Where else can you make a team of neighborhood kids and young incarnations of real NFL players?

EVERYONE E CONTENT RATED BY ESRB

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GET IN THE GAME

You can play a full season or a single game of Backyard Football. There's also a practice/tutorial area that gives you loads of helpful info and a multiplayer mode where up to 4 players can go the distance. Once you have a team, choose from eight different stadiums (in such exotic settings as a Texas ghost town and a rundown sandlot) and decide if you want sun, rain or snow.

PASSING

The three best quarterbacks are all NFL mainstays: Michael Vick, Donovan McNabb, and Jeff Garcia. Not to be outdone, Brett Favre, Peyton Manning and Rich Gannon are also solid choices.

CATCHING

If you want pass-catching ability, look no further than Mr. Jerry Rice. Pablo Sanchez and the tutu-wearing Vicki Kawaguchi will also get it done in the clutch.

RUNNING

Pablo Sanchez is the best overall player in the game and nearly untouchable in the open field. Pro players Ricky Williams and Terrell Davis add depth and skill to any backfield.

BLOCK/TACKLE

Two nice kids and one freak equal the best tacklers in the business. Kiesha Phillips, the Tennessee Titans' Jevon Kearse and local tough guy Tony Delvecchio make opposing players weak in the knees.

KICKING

If you need a last-second field goal, count on Annie Frazier, Ricky Johnson or Dmitiri Detrovich. Annie and Ricky have decent skills in other categories, too, so use them in the field when necessary.

Power Play

The playbook of Backyard Football is a little light compared to Madden and NFL 2K3's, but never fear. If you lead your team to multiple victories, you'll earn special Power Plays.

BACK TO THE YARD

Infogrames's Backyard Football is the perfect game for younger players, football newbies or hardened veterans who don't take the sport too seriously. While you won't find total authenticity, the game is crammed with humorous moments, colorful graphics and a football engine that makes it easy to pick up and play, yet not so simple that players lose interest.

NFL BLITZ 20-03

NFL Blitz 20-03 takes up right where 20-02 left off—with hard-hitting action, over-the-top game play and some of most painful tackles imaginable.

EVERYONE
E
CONTENT RATED BY ESRB
Violence

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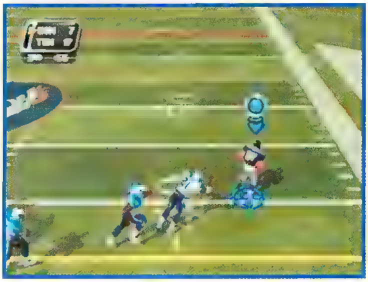
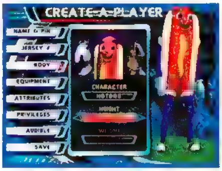
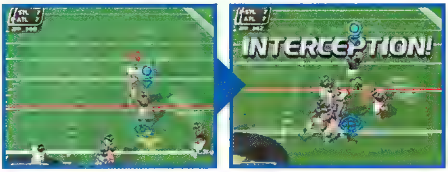
BRING THE PAIN





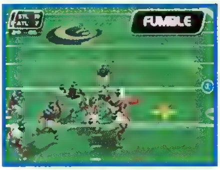
Most options will feel like old friends: Quickplay, Exhibition, Season and Tournament Modes make up the bulk of the action, but Midway has added a Create-a-Player Mode that lets you make huge linemen, horses or even samurai warriors.

STICKY FINGERS



Defense has never been the focus of the Blitz series, but Midway and Point of View (the development house) have made some nice improvements in the defense. To intercept a pass, simply step in front of the receiver and press the B Button. It couldn't be easier.

TURBO WAS HIS NAME-O

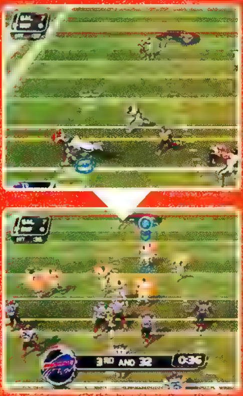


The Turbo Meter is still alive and well, and the rules remain the same. Use turbo to run faster, jump farther and hit harder. You have only a limited amount of turbo, but the meter will refill as you play on. If you tackle a player with the full turbo, you'll be more likely to cause a fumble.

MATCH WITS WITH THE HITS OF BLITZ

If Madden NFL 2003 and NFL 2K3 are a little too complex, and Backyard Football lacks the passion of 300-pound men smashing into one another, then NFL Blitz 20-03 is definitely the game for you. Where else can you see a horse break a 100-yard run and then celebrate by stepping on his opponent in the end zone?

FLAMING NP



If you sack the opposing quarterback twice in a row, your entire team will catch on fire—which improves its stats across the board. If the opposing team pulls the same trick on you, douse the sparks by making a first down or scoring some points.

F1 2002

Start your engine and dry your palms for EA Sports's latest extreme racing pleasure, F1 2002. It's probably the closest you'll ever get to actually driving a lean, mean Formula One machine.

EVERYONE
E
CONTENT RATED BY
ESRB

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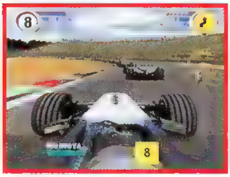
YOU'RE A GRAND OLD PRIX



Grand Prix Mode makes up the main portion of the game. Pick a driver and take him through 16 of the most intense courses the world has to offer. If you think you're really good, try Domination Mode—you must place first in every race.

YOU MEDALING KIDS

You must compete in Challenge Mode before you can begin a Grand Prix season. Challenge Mode consists of a number of minigames that teach skills such as braking, steering and managing pit stops. As you earn medals in each category, you'll unlock more and more of the game.

MAKE YOUR MARK WITH MULTIPLAYER MODES

SPLIT SCREEN

A straight-up race—the person who crosses the finish line first is the winner. Up to four players can participate.

TIME CHALLENGE

One player takes a lap then hands the Controller to the next player in line. Up to 22 people can play!

TAG TEAM

Player 1 takes a lap, then the second player takes the second lap and so on. You can have two teams of four.

ADVANTAGE

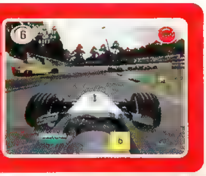
Earn points based on the number of laps you win. The difficulty setting can also be toggled to give rookies a handicap.

LAST STANDING

The last-place car is removed from the race after each lap. The last racer left spinning his wheels is the winner.

DROP THE CHECKERED FLAG

While racing fans of all experience levels can enjoy F1 2002, players who take the time to become skilled at the game will get the most out of it. There are so many items and extras to unlock that the game always feels fresh and new. If you're a finicky racer who demands the utmost in realism from the Nintendo GameCube, F1 2002 will not disappoint.



MLB SLUGFEST 20-03

If there were an award for the game with the most appropriate title, MLB SlugFest 20-03 would win easily. When you're not belting homers, you're smacking the stuffing out of the second baseman.

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E
CONTENT RATED BY ESRB

Comic Mischief
Violence

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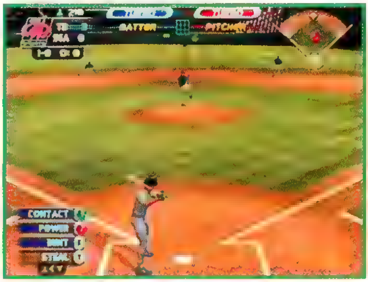
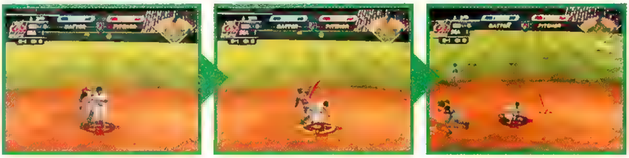
PLAY BALL!



The game play modes—Quickplay, Challenge, Season and Tournament—almost mirror those of NFL Blitz. In Challenge Mode, you must defeat all 29 teams. In Season Mode, you must lead one team to the World Series.

A BLACK DAY FOR BASEBALL



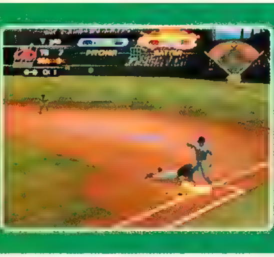
Like Blitz, SlugFest 20-03 has a built-in turbo meter. In addition to improving your stats, a player with turbo can knock the ball out of a defensive player's hands and cause an error. You can even use turbo to start fights on the field.

FLAMING LINE DRIVES

If a batter goes 2 for 2, he will catch fire and receive stat boosts. If an opponent is in danger of catching fire, throw a beanball to injure him and lower his stats—but be careful. If you toss too much chin music, the entire opposing team might catch fire and make you pay.

BEANBALL BATTLE

SlugFest is more than just a baseball-themed Blitz clone—it's actually a tremendously fun baseball game with a lot of crazy features. And we'd be remiss if we didn't mention the play-by-play commentary, which is easily the funniest banter ever heard in a sports title. Whether they're talking about falling in the bathtub or stuffing 10 pounds of bananas into a monkey, the broadcasters are guaranteed to keep you rolling in the aisles.



WTA TOUR TENNIS

EVERYONE E CONTENT RATED BY ESRB

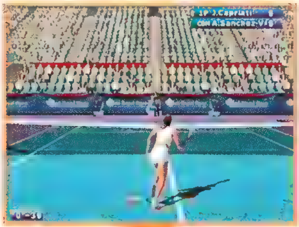
Wimbledon may be finished for the year, but you can relive all the glory with Konami's WTA Tour Tennis for the GCN. From lifelike players to the physics of a backhand, the game has everything a nethead could want.

© 2002 Konami and Konami Computer Entertainment Osaka. WTA Tour Tennis is an officially licensed product of WTA Tour, Inc.

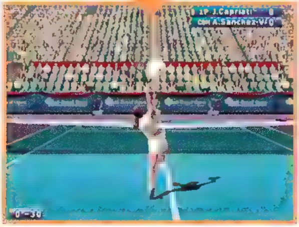
THE SURFACE OF SPORT

You'll experience all the surfaces of the rainbow in WTA Tour Tennis, and they make a difference in both strategy and game play. A clay surface slows the game down and is perfect for players with a great lob, while the fast action of a grass court is perfect for big hitters like Serena Williams. There are also a number of secret courts waiting to be unlocked.

SMASH-TASTIC

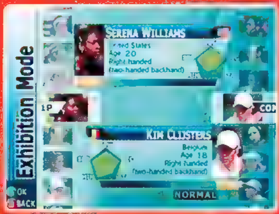

1P J.Capriati
COM A.Sanchez-Vic
0-30

Smashing is a major aspect of tennis, and it takes skill and talent to pull it off. When a ball is able to be smashed, you'll see a yellow reticule appear on the court. Center yourself within the reticule and prepare to strike.


1P J.Capriati
COM A.Sanchez-Vic
0-30

As the ball descends, double-tap the A Button. The longer you hold the second tap, the more powerful the smash will be. You can also aim left or right to direct the shot away from your opponent. Don't hold the second tap too long or the ball will sail out of bounds.

THE PLAYERS


Exhibition Mode
Serena Williams
United States
Age 20
Right handed
(two-handed backhand)
1P
COM
Kim Clijsters
Belgium
Age 18
Right handed
(two-handed backhand)
NORMAL
OK
BACK

The most talented stars of the Women's Tennis Association are here: Serena Williams, Jennifer Capriati, Martina Hingis, Monica Seles and Lindsay Davenport, just to name a few. Sorry, fellas, but there's no Anna Kournikova—hey, we said talented stars!

HOLDING COURT

[illegible]

CHARTING THE HITS

If you're looking for a way to compare the games with minimal effort, look no further. We've assembled charts that touch on the main features of the football and baseball games covered in this article—as well as some classic Nintendo GameCube sports titles from the past year. Use the charts to help decide which of the titles fit your preferred style of gaming.

FOOTBALL AT A GLANCE

	FRANCHISE MODE	CREATE-A-PLAYER	TRAINING/PRACTICE	REAL NFL STADIUMS	SITUATION MODE	PRO BOWL	QB CHALLENGE	UNLOCKABLE EXTRAS	CREATE-A-TEAM	HIGH IMPACT PLAY	FANTASY DRAFT
MADDEN NFL 2003	✓	✓	✓	✓	✓	✓	✗	✓	✓	✗	✓
BACKYARD FOOTBALL	✗	✓	✓	✗	✗	✗	✗	✓	✗	✗	✓
NFL 2K3	✓	✓	✓	✓	✓	✓	✗	✓	✓	✗	✓
NFL BLITZ 20-03	✗	✓	✗	✓	✗	✗	✗	✓	✗	✓	✗
NFL QB CLUB 2002	✗	✓	✓	✓	✓	✓	✓	✓	✗	✗	✗

BASEBALL AT A GLANCE

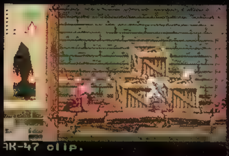
	FRANCHISE MODE	CREATE-A-PLAYER	SEASON MODE	BATTING PRACTICE	PLAYER CARDS	HOME RUN DERBY	HIGH IMPACT PLAY	STAT TRACKING	TRIVIA GAME	NUMBER OF PLAYERS
MLB SLUGFEST 20-03	✗	✗	✓	✗	✗	✗	✓	✓	✗	2
ALL-STAR BASEBALL 2002	✗	✓	✓	✓	✗	✓	✗	✓	✗	4
ALL-STAR BASEBALL 2003	✓	✓	✓	✓	✓	✓	✗	✓	✓	4
HOME RUN KING	✗	✓	✓	✗	✗	✓	✓	✓	✗	2

NINTENDO
GAMECUBE

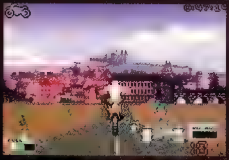
MEMORIES TO LAST A LIFETIME

Here's one final note before you run for your favorite store with dreams of winning the Super Bowl dancing through your head: Many sports titles use up large amounts of space on the GCN Memory Card. NFL 2K3, for example, needs 56 blocks each for Season, Franchise and Tournament Modes, another 56 blocks for the rosters, three blocks for settings and 12 for the playbook. Madden takes up 40 blocks for rosters, 59 blocks for Franchise Mode and a few more blocks for additional odds and ends. All of that is to say that picking up a new Memory Card 251 (or two) will save you both hassle and money in the long run.

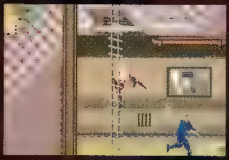
xXx
BE A NEW BREED OF SECRET AGENT


AK-47 clip.

Tackle a variety of pulse-pounding, action-packed levels.



Face 11 menacing missions, featuring 3 motorcycle tracks.



Master an array of high-tech secret agent weapons.

Now you can play as underground thrill-seeker turned spy xXx—exclusively on Game Boy® Advance. Stop the evil Anarchy 99 organization before it unleashes an assault on Earth!

ADVANCE
xXx
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EVERYONE
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Violence

GAME BOY ADVANCE

DIGITAL ECLIPSE

REVOLUTION STUDIOS

ACTIVISION

activision.com

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TO SAVE HUMANKIND, YOU MUST CHANGE INTO A HERO.

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CHANGE OR DIE.
AVAILABLE FALL 2002
ALSO AVAILABLE: ROBOTECH™: THE MACROSS SAGA™ FOR GAME BOY ADVANCE.
Xbox™ video game system screenshots shown.
RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for Rating Information
NINTENDO GAMECUBE
XBOX
PlayStation.2

Big Air Freestyle from Infogrames brings you huge stunts and racing action set to the sound of revving engines and rocking music. It's motocross mayhem on a massive scale.

BIG AIR FREESTYLE

AIR TO SPARE

Get ready for free-wheeling, free-form fun with Big Air Freestyle for the GCN. Pop into the sky, fly hundreds of feet and perform dozens of tricks before you hit the ground. The game includes freestyle competition, races, challenges and a championship, all set to the music of 311, MxPx, Relient K and more.

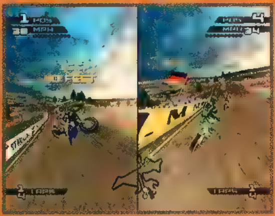
[illegible] of Godzilla: Destroy All Monsters Melee, see page [illegible]

TEEN
T
CONTENT RATED BY
ESRB
Mild Lyrics
Mild Violence

MULTIPLAYER MODE

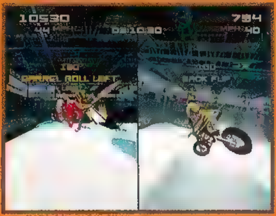
Plug in a second Controller and take to the track for two-player action. The game is twice as much fun when you are competing with a friend. You can choose either a horizontal or a vertical split-screen orientation.

Race



Multiplayer races take place on your choice of unlocked tracks. Players compete against each other and a field of computer-controlled opponents. You can set opponent ability levels at Easy, Intense or Severe. The first player across the finish line wins.

Freestyle



Two players hit the same freestyle stadium at the same time, going jump for jump in a competition to see who can accumulate the most points in the allotted time. You can go head-to-head in any unlocked stadium.

FREESTYLE MODE

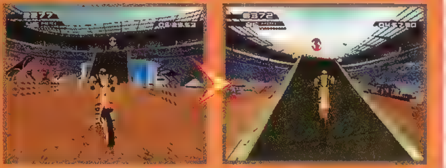
Freestyle stadiums are where the game earns its "Big Air" title. After you launch from a massive ramp, you can perform a seemingly impossible combination of gravity-defying stunts for big points. High scores unlock new stadiums and tricks.

FISH BOWL

ARENA DATA

VENUE: Paris
TIME LIMIT: 6:00
RECORD 10,120
STUNT: Vertical

Stunt Multipliers



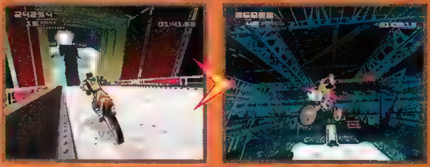
When you drop into the Fish Bowl for your first freestyle run, you'll find pickups at the end of some ramps that multiply your stunt points. Yellow pickups double your points while red pickups multiply your score by a factor of three.

ARCTIC AIR

ARENA DATA

VENUE: Frankfurt
TIME LIMIT: 4:00
RECORD: 25,630
STUNT: Reverse Seat

Turbo Takeoff



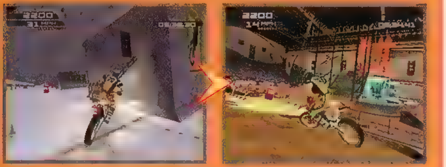
Two huge Arctic Air ramps reach into the middle of the stadium. If you use a turbo-charged boost off one of the massive jumps, you'll fly up into the rafters, where you can collect a triple-point pickup.

FLAMIN' FOUNTAINS

ARENA DATA

VENUE: Rome
TIME LIMIT: 6:00
RECORD: 18,560
STUNT: Stand Aside

Get Fired Up



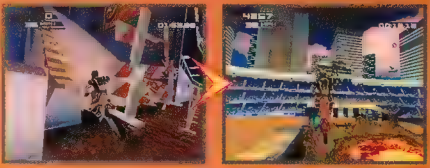
The Flamin' Fountains arena features fiery obstacles and a ton of exploding barrels. You'll find a ramp that extends from the grandstands. Ride under the stands and look for a flight of stairs that leads to the ramp.

VOLCANO ISLAND

ARENA DATA

VENUE: Tokyo
TIME LIMIT: 2:00
RECORD: 16,490
STUNT: The Chopper

Lava Leap



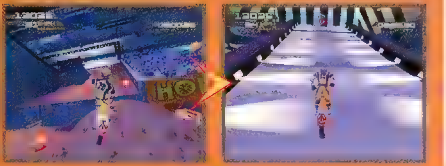
You'll need a boost to clear the lava on Volcano Island. Look for a flight of stairs to the left of your starting point. Build up your turbo boost and climb the stairs up to a series of ramps that you can use to clear the lava.

ZAP TRAP

ARENA DATA

VENUE: Barcelona
TIME LIMIT: 4:00
RECORD: 22,750
STUNT: Pommel Horse

Shocking Discovery



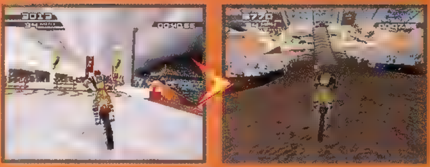
The electric fields of the Zap Trap stadium are even more dangerous than the rings of fire in Flamin' Fountains. Veer to the right from the start and look for a hill that will give you a boost up to a Zap Trap clearing triple-point jump

TAR PITS

ARENA DATA

VENUE: Los Angeles
TIME LIMIT: 2:00
RECORD: 15,160
STUNT: Monkey Bar

Tar Topper

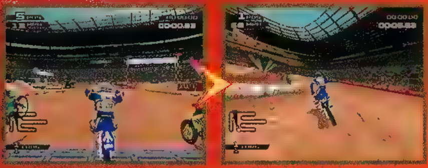


If you turn around at the start and ride counterclockwise along the Tar Pits stadium concourse, you'll find a long ramp that finishes with a triple-point pickup. Ride the ramp with a turbo boost and fly over the pits.

CHALLENGE MODE

Big tricks and wild races both come into play in Challenge Mode. By completing all 12 challenges in a single difficulty setting (Easy, Medium or Hard), you will unlock a rider with advanced stats.

Hole Shot



Hole Shot challenges are fast and easy for riders who can accelerate quickly from the starting gate. Hit the throttle as soon as the race begins. If you get ahead of the pack in a hurry, you'll earn the hole shot.

Place in a Race

Race challenge requirements range from finishing in fourth place to finishing in first place, depending on the selected difficulty level. Build up your boost power with simple tricks and dart out ahead of your competitors.

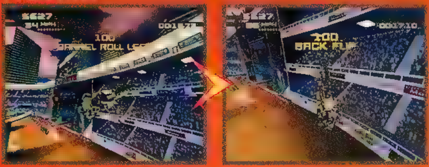
Pull off a Trick

Some challenges require you to perform specific tricks within a time limit. Consult the Trick List under the Options menu to find the right button combination for each trick. Then seek out a big jump and go for it.

Time Trial

Single-lap challenges require you to jump out of the starting gate and make your way to the finish line before time expires. Time is tight in Medium and Hard trials.

Point Trial



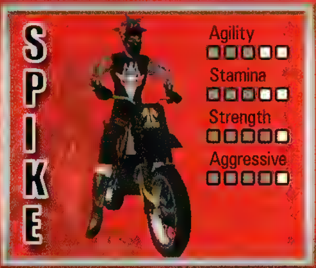
The freestyle equivalent of the time trial challenges you to collect big points in a hurry. Build up your turbo boost and use it to race from one jump to the next.

High Jump

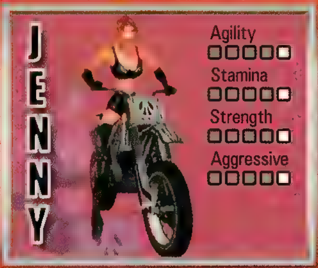
You'll need speed and flawless technique to reach the heights of the jump challenges. Build up your turbo boost and race to the ramp at top speed. When you're airborne, pull back on the Control Stick and fly.

Unlocked Riders

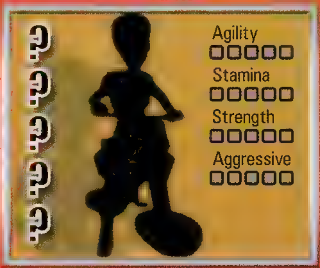
EASY



MEDIUM



HARD



RACE MODES

You've got the need for speed. Head for the track and take on a field of competitive racers. If you're good at quick tricks, you can build up turbo speed off small jumps and use it to gain ground on your competitors. You can join a single race or embark on a multirace circuit.

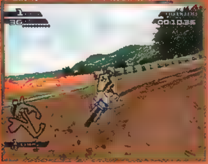
Single Race

Motocross 125   Motocross 250   Motocross 500   Supercross 125   Supercross 250

TRACK DATA

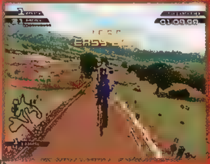
VENUE: German Grand Prix
COUNTRY: Germany
SURFACE: Mud

Turn Tight

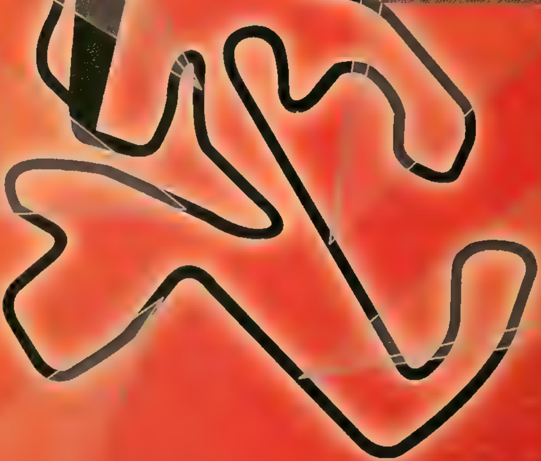


If you take a sharp turn wide and hit the wall, your competition will pass you by. Tap the brakes as you go into a tight turn and let your back wheel slide.

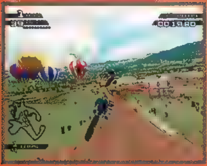
Let It Fly



Every racetrack has a few big jumps. Take advantage of your air time by pulling off a series of big tricks. Your turbo meter will top out and put you in a position to take control over the competition.

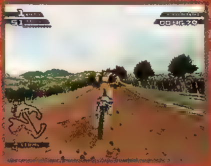


Clear the Tables



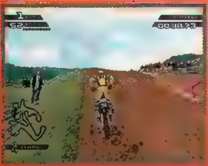
Try to clear the entire tabletop with one leap. If you don't, and land on the flat part of the tabletop before you drop down to the track, you'll lose some speed.

Rough Road



Some track sections are packed with groups of bumps that could slow your progress. If you land on the bumps with both wheels, you'll ensure a smoother ride.

Quick Trick

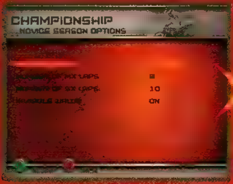


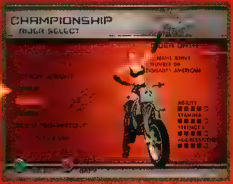
You'll catch some air off minor mounds. As soon as you launch, try to pull off a fast stunt to build up your turbo boost. Then double-tap the A Button to take off.

Championship Race

Motocross 125 Motocross 250 Motocross 500 Supercross 125 Supercross 250

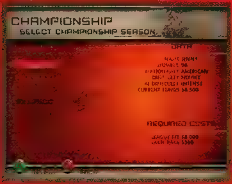
Prepare for a Championship Run


CHAMPIONSHIP
NOVICE SEASON OPTIONS


CHAMPIONSHIP
RIDER SELECT
RIDER DATA
AGILITY
STAMINA
STRENGTH
AGGRESSION
BACK

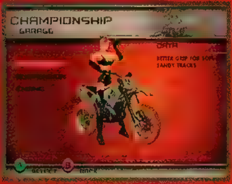
The championship is a long series of intense races that test your racing precision and your ability to pull off flawless tricks. When you enter the championship, you'll be able to set up the series exactly as you like. Select a difficulty level, the number of laps per race and a rider.

Select a Season


CHAMPIONSHIP
SELECT CHAMPIONSHIP SEASON
DATA
REQUIRED COSTS

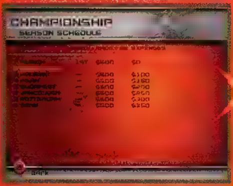
One motocross season and one supercross season are open from the beginning. As you advance through the championships, more season choices will become available.

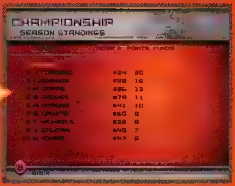
Go to the Garage


CHAMPIONSHIP
GARAGE
DATA
SELECT
BACK

Before every race, you can set up your cycle in the garage. Take a look at the track in a Practice session, then fine-tune your racer in the garage to best suit the track conditions.

Watch the Results


CHAMPIONSHIP
SEASON SCHEDULE
BACK

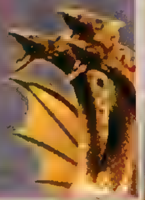

CHAMPIONSHIP
SEASON STANDINGS
BACK

At the end of every race, you'll earn points and prize money. The points contribute to your position in the field. You'll use the prize money to enter races and open up seasons.

GODZILLA DEMO

A playable demo of Infogrames' upcoming GCN brawler, Godzilla: Destroy All Monsters Melee, is available under the Options menu. It's a two-player monster slugfest.

GODZILLA 2000
2:25
MEGALON



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Mystic Heroes™

TEEN
T
CONTENT RATED BY ESRB
Violence

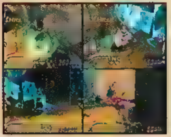
ANCIENT CHINESE MYSTICS

A new age of peace was dawning upon war-torn China, thanks to Mystics from the City of Ancients. With the rising of the legendary Dragon Star, however, the peaceful balance ended. Enter the challenging, fast-paced world of Koei's Mystic Heroes as you battle to save the land in three unique game modes.

Story Mode

The maniacal Emperor Kang and his evil minions have escaped their prison tower and seized the Dragon Star. Only the Mystics can restore peace and order.

Multiplayer Modes



Enjoy the fun with up to four friends! Work together in the Co-Op Modes, fight to the finish in the Battle Modes or try exciting challenges like "Flippin' Switches."

Survival Mode

Do you have what it takes to be a Mystic army of one? In Survival Mode, your skills and tactics face a stiff test as you take on an area all by yourself.

Out of the twilight, the legendary Dragon Star appeared, and with it a new way was born.

The Way of the Ancients: Mystic Battle Tactics

Become a part of the epic Chinese legend. Play as one of the young Mystics, Shiga, Lani, Naja or Tai, as you battle tyrannical Emperor Kang's evil armies with a plethora of stunning magical abilities and fancy fighting moves.

Leaders First

When enemies charge you in groups, a leader is typically among them. Seek out the larger or unique-looking enemies and slay them first. Leaders tend to be stronger and have more health.

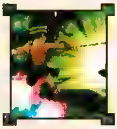
Ambush Archers

Archers lob arrows at you and your allies from a distance or from high above. When you locate archers, weave around them and attack quickly to avoid a barrage of raining arrows.

Search for Vases

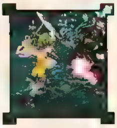
Vases are scattered throughout each stage. Hidden within them are helpful power-ups, health-replenishing items and new runes. Use a weapon or magic to break open vases.

Varying Attacks



Your magic and weapon skills go up with use, so vary your attacks often. Using magic during a weapon combo creates a devastating effect. The combinations are seemingly endless!

Strong Sword Attack



For a basic weapon attack, press the A Button while facing an enemy. When you tap the A Button repeatedly, your character performs combos that strike multiple targets with great force.

Spell Attacks

Mystics use powerful offensive magic for everything from pummeling a single enemy to blasting a nearing swarm. Magical attacks will also harm allies, so be careful!

Aid Your Allies

Allied forces join you along the journey to assist you. Protect your allies—they are an invaluable asset. When your allies call for help or become surrounded, quickly run to their aid, or they may retreat. Check allies in battle by pressing Start.

Mystic Magic Tactics

Centuries of knowledge and wisdom have been passed down from one generation of Mystics to the next, ensuring that you have strong roots in magic. With a total of 66 runes available in Story Mode and even more in Multiplayer and Survival Modes, there's room to create your own unique, customized Mystic.

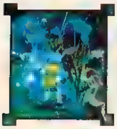
Direct Spells

Direct Spells are fast, magical missiles that you toss at enemies. Face the enemy or group of enemies you want the spell to hit, then press the Y Button to cast a Direct Spell.

Target Spells

Target Spells are similar to Direct Spells but allow you to hit precise targets from a safe distance. Press and hold the Y Button, lock your target in your sights, then let go to fire!

Sword Spells



Sword Spells wrap your weapon in powerful threads of magic. Press the X Button to cast a Sword Spell. Use the spell together with a weapon combo for amazing effects.

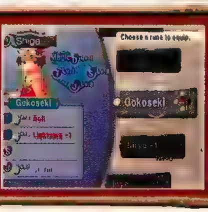
Jump Spells

Jump Spells are very useful if you become surrounded. Press the B Button to jump, then quickly press the X Button in midair to direct a huge magical assault onto your enemies below.

5Hits
Shiga
2KOs

Refill Magic

Each time you cast a spell, the green magic meter will be depleted a little. Some spells take more magic than others to perform. To replenish your magic, hit enemies with your weapon. Completing combos will gain you more magic than would a single hit.



Find Runes

Runes are the source of a Mystic's magic and are found throughout all three game modes. You'll find some by smashing hard-to-reach vases, while you'll get others after successfully completing a stage. Be sure to equip new runes after you find them.

Other Helpful Items

The war against Emperor Kang's armies cannot be won by might alone. Even the most skilled Mystic needs a little help sometimes. Priceless timed power-ups, healing items and stat-increasing items can give you an edge in heated battles.

Timed Power-Ups

ttack x2 - 15 sec

Timed power-up items appear when you defeat adversaries or break vases. The items increase things like attack, speed and defense and can even make you invulnerable for a set time.

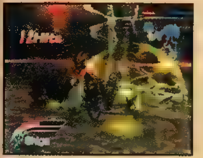
Heal and Grow

Find healing items and stat-increasing items the same ways you find timed power-ups. Healing items replenish health, and stat-increasing items permanently raise vital statistics.

MYSTERY OF THE RUNES

Runes imbued with the power of the elements enable Mystics to cast their powerful spells. Spells that match a Mystic's innate element will be more powerful.

Wind Runes



Wind Runes are green and hold Wind Spells, which throw back foes and cause them to become momentarily confused. Shiga's innate element is Wind.

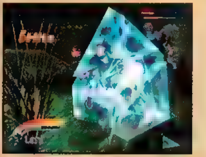
Fire Runes

Fire Runes are red and bear Fire Spells, which create a huge blast that burns enemies for a few seconds. Naja's innate element is Fire.

Lightning Runes

Lightning Runes are yellow and let you cast devastating Lighting Spells, which inflict damage and stun your adversaries. Tai's innate element is Lightning.

Ice Runes

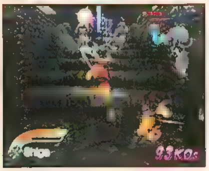


Ice Runes are blue and when tapped, they create Ice Spells, which damage enemies and paralyze them for a short time. Lani's innate element is Ice.

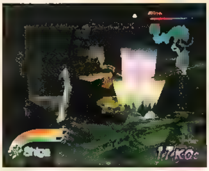
The Road to Castle Kokei

Word is spreading quickly that Emperor Kang and his wife, Sheva, have escaped. Rumors carried by the winds also suggest that the evil couple now holds the power of the Dragon Star in the Dragon Orb. Raja requests that Shiga and Lani meet at Castle Kokei. Unbeknownst to them, however, the Emperor has arranged a welcome of a decidedly unfriendly sort for the pair of young Mystics.

Mission 1: Defeat the Bruin



You've got a lot of help, with Lani, Captain Dax and their soldiers backing you up as you journey toward Castle Kokei. Stick close to your allies and use the opportunity to get a good feel for your weapon and different spells as you battle through to the Bruin.



The first rune you find is a bit off the main path, hidden inside a vase. When you break open the vase with your weapon, you'll be rewarded with the Hien Rune. The item is infused with the power of Lightning.

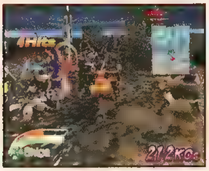
Bruin
Shiga
152 KOs

The Bruin

The Bruin is a huge bearlike creature with deadly claws and an even worse temper. Blast the beast with a spell, then quickly dash and strike its back to avoid its recoiling claws and dash attacks. If you can keep a weapon combo going, the Bruin will remain so stunned that it won't attack you.

Mission 2: Eradicate the Enemies

Shiga
157 KOs



4 Hits
Shiga
287 KOs

A battalion of the emperor's otherworldly soldiers awaits Shiga, Lani and Captain Dax as they near the Castle Kokei gate. Battle is thick in the air. First, defeat every soldier outside the castle wall then go forth over the bridge, into the outer courtyard, where two Onyx await. Leave no foe standing as you valiantly fight your way to the castle doors.

Onyx
Shiga
201 KOs

The Onyx

Two Onyx guard the entrance to Castle Kokei. One is near the bridge area, the other guards the main gate. The bizarre golems use Lightning magic and a leaping attack that will send you sprawling. Hit them from a distance with spells, and strike from behind.

Mission 3: Fight the Roc

Shiga
387 KOs

Castle Kokei's inner walls are crawling with more of Emperor Kang's minions, including the monstrous Roc. Fight to the far side of the castle, gathering valuable items from vases along the way. Protect your allies as you will need them for the battle ahead.

Roc
Shiga
388 KOs

The Roc

The Roc is a giant-sized, fire-breathing fowl. Either cast spells from a distance to hit the molten chicken, or take the safer route and run up beneath it to hack away at its legs. If you attack from afar, be sure to dodge the streams of fire the Roc spews out at you.

The Battle at Mt. Senkai

Mt. Senkai, the ancient home and training place of the Mystics, is also under Emperor Kang's attack. The once pristine waters and serene peaks are now teeming with frightening beasts and dark soldiers. Shiga, Lani and Captain Dax travel forward to the top of Mt. Senkai, seeking answers from the wisest of all the Mystics, Master Gen.

Mission 1: Defeat the Mamba

The misty marshlands at the foothills of Mt. Senkai are crawling with savage hounds, hordes of lightning jellyfish and archers waiting to ambush you. Use a sword spell or swinging sword attack if you become surrounded. Take out the archers and jellyfish with a high-flying jump attack.

The Mamba

The Mamba is a hideous snakelike being with a mask covering its face. It swings a massive spear around its body and charges through the water at you. Strike from behind or use target magic from a distance. When the Mamba charges, surprise it with a jump attack.

MT. HOSHIN

If you've chosen to write your legend with Tai and Naja, Mt. Hoshin will be your first destination, instead of Castle Kokei. Mt. Hoshin and Mt. Senkai are virtually the same, with some slight enemy and boss variations.

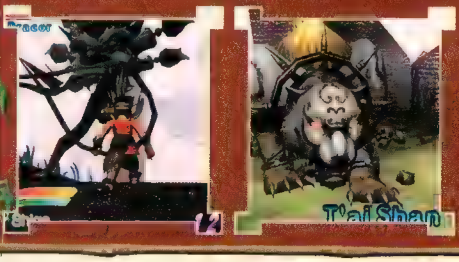
Mission 2: Continue up Mt. Senkai

Emperor Kang's forces thicken as Shiga, Lani and Captain Dax bravely make their ascent to the summit of Mt. Senkai. The path to the peak is a perilous one, fraught with falling boulders, craggy cliffs and cannons, which fire down at you amidst the already frenzied battle. It's wise to stick together, so if enemies knock you (or your allies) off the side of a cliff, try to regroup quickly.

Juggernaut

The Juggernaut blocks your entry to the Mt. Senkai summit. The evil monstrosity drills into the ground, only to explode up beneath you in a torrent of flying rocks and fury. Attack with a combination of sword magic and jump attacks while dodging its arms and magic beam.

A Different Fate

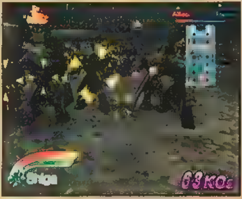


What evil awaits you throughout the game varies, depending on whose path you chose. Shiga and Lani encounter Ka Dracon atop Mt. Senkai, while Tai and Naja must face T'ai Shan atop Mt. Hoshin. The challenges in each adventure are unique, but when battling either boss, use Target Spells.

ADVANCED STRATEGY

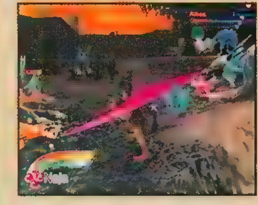
As you close in on Emperor Kang and his treacherous wife, Sheva, you must fine-tune your fighting techniques and magical prowess to survive.

Target Many


Shiga
63 KOs

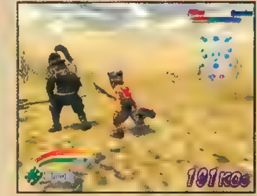
Make good use of Target and Jump Spells in situations where you're surrounded or outnumbered. Allies will take damage from big spells, too, so look before you cast!

Spin Cycle



When you find yourself surrounded by foes, unleash a sweeping weapon attack. To perform the very useful move, press the A Button and move the Control Stick in a circular motion.

Sneaky Stalker

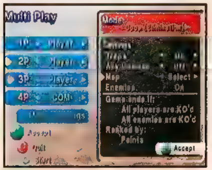


Circle your enemies and catch them off-guard with an attack from behind. The tactic allows you to execute a surprise attack and decreases an enemy's chance of striking you.

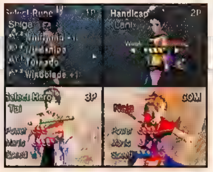
Multiplayer Modes

There's even more fun to be had in Mystic Heroes Multiplayer Modes. Grab up to three of your friends and show off your top moves in Co-op and Battle Modes. Work toward a common goal as a team, or pummel your buddies in a heated battle.

Co-op (Normal and Elimination)


Multi Play
1P Player
2P Player
3P Player
4P COM
Mode
Accept
Quit
Start

Map: Select
Enemies: On
Game ends if:
All players are KO'd
All enemies are KO'd
Ranked by:
Points

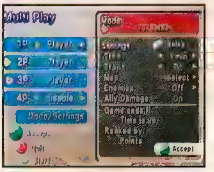

Select Rune
1P
Shiga
Windblade +1
Handicap
2P
Select Hero
3P
Tai
COM
Power
Magic
Speed

Team up with one to three of your friends and rid each area of Emperor Kang's minions. Before you begin the Co-op Mode, you can adjust the game options—set the number of players or enable ally damage and traps. Stages increase in difficulty, and more maps appear as you progress.

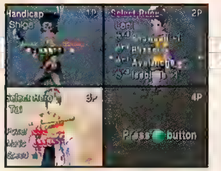
Normal Mode requires you to clear an area with a team of up to three friends. Revive fallen allies by standing next to them with a full Magic Gauge and pressing the Y Button. If one or more players survive until the end, everyone will continue on.

Elimination Mode has the same rules as Normal Mode, with one exception: If a player perishes and is not revived by the end of the stage, he or she is eliminated for good. Remember to revive allies if you want them to join you in the next area.

Battle (Vs. and Battle Royale)


Multi Play
1P Player
2P Player
3P Player
4P
Mode/Settings
Mode
Accept

Map: Select
Enemies: Off
Ally Damage: On
Game ends if:
Time is up
Ranked by:
Points


Handicap
1P
Shiga
Select Rune
2P
Select Hero
3P
Tai
4P
Press button
Power
Magic
Speed

Get down and dirty in a massive battle to the finish with up to three of your friends. Set options like time, traps, spells and handicap before you start, then get ready to show off your superior Mystic skills. Performing combos and KOs is the best way to rack up points.

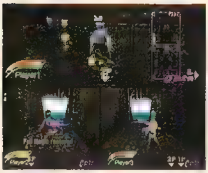
Vs. Mode is a grand-scale battle between you and up to three of your friends. The computer may not control a player in either Battle Mode. Set traps, unleash monsters into the fray, or just battle your friends and collect points as the timer ticks down.

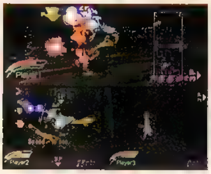
Battle Royale Mode is very similar to Vs. Mode, but points are awarded a little differently. In Battle Royale, focus your attacks to perform as many KO's as possible. You're also allowed the option of using up to two revives per player.

Flippin' Switches

Race against up to three other players to flip the most switches in a set amount of time. You can choose to set traps, throw enemies into the mix or simply take on your friends. Players earn points by flipping switches hidden throughout the stage, and the player with the most points when time runs out wins. Infinite revives are available automatically to all players.

Capture the Dragon Orb





You got the Dragon Orb!

Capture the Dragon Orb is reminiscent of the old favorite, capture the flag, and may be played by up to four people. Earn points by holding onto the Dragon Orb. The player with the most points when time is up wins. The orb holder will lose the Dragon Orb if he or she is hit. A sneaky tactic is to grab the Dragon Orb and run away with it since you gain points simply by holding onto it.

Survival Mode

Survival Mode is a true test of skill because you're pitted against hordes of swarming monsters, alone. To clear a stage successfully, you must defeat every last beast in an area and survive to tell about it. You'll need to use all your best tactics and spells to beat the challenging mode. Choose from easy, normal and hard difficulty levels.

Alone against the Masses

As you appear alone on the battlefield, things almost seem peaceful. Then you hear the distant war cries of an army out for your blood. Choose your Mystic and spells carefully—one wrong move could put you into the hands of the enemy. Don't become surrounded by more foes than you can handle because the battler watching your back this time is no friend.

A collection of bosses is waiting at the end of each Survival Mode stage. Take out leaders first and keep moving. Use multiple targeting tactics with your spells—from a distance—and Sword or Jump Spells if the enemy force gets overwhelming. Be on the lookout for health and magic-replenishing items, as they could mean the difference between victory and defeat.

Survive the Test

Beginner

In the Beginner stages, the enemies and bosses are the weakest and stage layouts are the easiest to take refuge in.

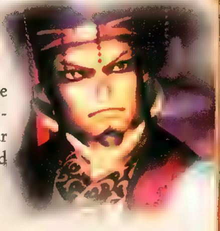
Intermediate

In the Intermediate stages, enemies and bosses increase in difficulty and appear more frequently. The layouts make it tougher to [illegible] around foes.

Advanced

The Advanced stages require different strategies. Often the best option is to go straight for a boss. Multiple bosses are located in each stage.

Mystic Destiny



Are Emperor Kang and Sheva the real foes, or is there an even more terrible adversary with a hand in the recent fateful events? As a Mystic trained in the ancient ways, the fate of the land depends on your success. Go forth, young Mystic. Fulfill the perilous destiny placed upon you, and rewrite a new legend in your name.

catch major air.

Rev the throttle, pop the clutch and go head-to-head with 10 riders in intense Motocross and Supercross competition. Pull off death-defying stunts in indoor fantasy arenas loaded with ramps and "don't try this at home" obstacles. Over-the-top Motocross action, fast tracks, unbelievable graphics — launch your career as a Motocross pro with Big Air Freestyle.

NINTENDO GAMECUBE
BIG AIR
FREESTYLE
2 PLAYER
DEMO INCLUDED
TEEN
T
INFOGRAMES

TEEN T CONTENT RATED BY ESRB
Mild Lyrics
Mild Violence

INFOGRAMES™

kick major tail.

Legendary Monsters. Epic Battles. Get your first taste of the greatest Godzilla® game ever, exclusively on Big Air Freestyle. Be the first to battle a 33,000-ton raging monster in a fully destructible city. Challenge your friends in hand-to-hand combat or use special moves to dominate from a distance. Own the 2-player demo and become the greatest monster of all time.

2 PLAYER
GODZILLA®
DESTROY ALL MONSTERS
DEMO
INCLUDED

MECHAGODZILLA™ MEGALON™ GODZILLA™

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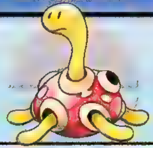
Pokécenter

Colosseum

The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

Matt Atkinson sent in his fascinating team of little-used Pokémon, complete with some very interesting combos. He uses the Pokémon he likes, and because some of them aren't superpowerful, he gives them attacks that compliment the creatures' strengths. Matt likes to challenge his brother and sister to Link Cable battles, and he says his team can easily counter their teams, which are saddled with too many predictable and popular Pokémon. An unusual team can surprise your opponents on occasion.

Shuckle



Item Mint Berry

- Wrap
- Toxic
- Sandstorm
- Rest

Mantine

Item Sharp Beak

- Surf
- Slam
- Wing Attack
- Confuse Ray

Wigglytuff

Item Leftovers

- Psychic
- Defense Curl
- Rollout
- Sing

Parasect

Item Quick Claw

- Fury Cutter
- Sweet Scent
- Spore
- Giga Drain

Magcargo

Item King's Rock

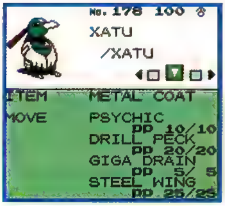
- Flamethrower
- Rock Slide
- Amnesia
- Earthquake

Xatu

Item Metal Coat

- Psychic
- Drill Peck
- Giga Drain
- Steel Wing

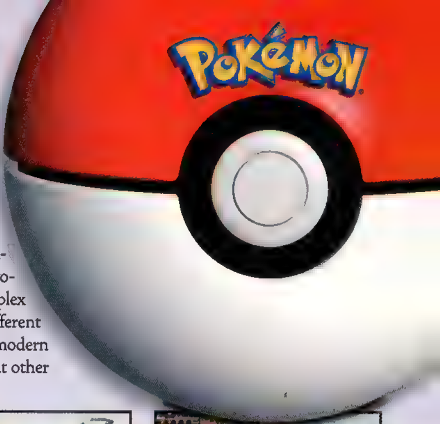
Matt also beat the Poké Cup in Pokémon Stadium 2 with his team, and we think that's a pretty significant accomplishment for a team that's so unusual and rare. As a whole, Matt's team has some interesting move sets. But some Pokémon stand out. Shuckle has excellent defense and special defense, which helps it use Rest to stay in battle for a long time. Wrap, Toxic and Sandstorm can be combined in various ways to create annoying traps that will slowly leech the HP from an opponent. Matt uses Parasect's Spore and Wigglytuff's Sing to put his opponents to sleep, then attacks when the opponents are snoozing.



No. 178 100 ♂
XATU
/XATU
ITEM METAL COAT
MOVE PSYCHIC
PP 10/10
DRILL PECK
PP 20/20
GIGA DRAIN
PP 5/ 5
STEEL WING
PP 25/25

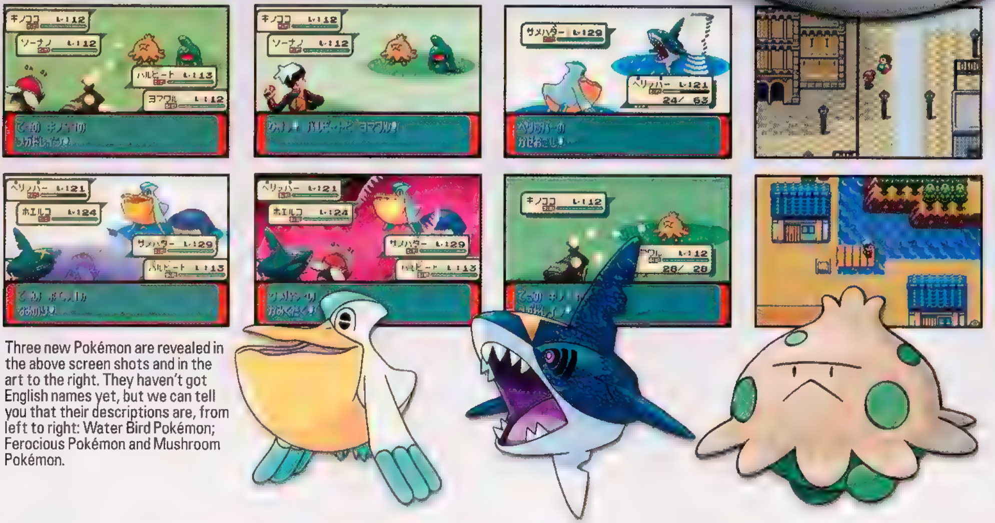
Xatu has two Egg Moves—Drill Peck and Steel Wing. If you want to create a similar Xatu of your own, try breeding a female Xatu with a male Skarmory that has Drill Peck and Steel Wing. Xatu's Metal Coat gives a small boost to Steel Wing's attack power. Psychic and Drill Peck work with Xatu's types—a situation that is always beneficial.

Two New Gems



Catch the latest information on the newly named Pokémon Ruby and Pokémon Sapphire!

The Pokécenter recently got ahold of new info about the upcoming Pokémon games for Game Boy Advance, and we've also got screens of an interesting update to the traditional battle system. As you can see in the shots below, players can participate in two-on-two battles which makes the potential attack and defense strategies even more complex and involving! In addition to the two-on-two battles, we've shown screens of two different types of environment that you'll visit in Pokémon Ruby and Pokémon Sapphire. The modern town square contrasts greatly with the more rural, peaceful town with the dock. What other wonders will be seen in Ruby and Sapphire? Stay tuned to the Pokécenter to find out!



Three new Pokémon are revealed in the above screen shots and in the art to the right. They haven't got English names yet, but we can tell you that their descriptions are, from left to right: Water Bird Pokémon; Ferocious Pokémon and Mushroom Pokémon.

The Pokémon Festa in Sapporo City, Japan, drew approximately 18,000 people in its two-day run July 20 and 21. The traveling event, which stopped in five Japanese cities this summer, was a celebration of all things Pokémon—from the Trading Card Game to Pokémon Mini, and everything in between. Fifty stations, shown below, featured playable versions of Pokémon Ruby and Pokémon Sapphire for eager fans to try. At one point, as many as 6,000 people were waiting to play the new games. Carnival-style games, a stage show and prize giveaways made the Pokémon Festa something every self-respecting Pokémon fan would want to visit.

Thousands of people attended the Pokémon Festa, where they were treated to the latest in Pokémon gaming.

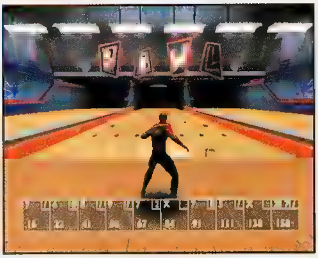
ARENA

ARE YOU GAME?

CHALLENGE

If you were a criminal, you wouldn't want to meet up with Spider-Man in a dark alley—or even a well-lit bowling alley if you're playing Activision's webhead game. For this month's challenge, strike up a game of Pinhead Bowling in Spider-Man for GCN. Spidey is the ball, and you must swing into webbed-up thugs who serve as pins. To unlock the bowling minigame, you must earn 10,000 points while playing the main adventure. Once you've raked in 10 grand or more, activate Pinhead Bowling in the Secret Store, then access the minigame by selecting it in the Training portion of the Specials menu. Swing your way across the lane to reach the makeshift pins, then kick them to bowl them over. When you're finished, make like Peter Parker and snap a picture of Spidey's accomplishment. Send in your best score for a chance to qualify for the Arena challenge.

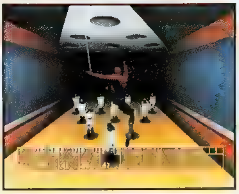
PINHEAD BOWLING



HIDDEN MINIGAME

SECRET STORE
Back

THE SPIDER STRIKES

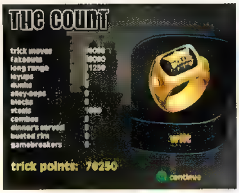


SPIDER-MAN

CAUTION: TWISTED CHALLENGES AHEAD

In NBA Street, how many trick points can you score in a winning game without ever dunking?

– CHAD HEISENBERG, GARY, IN

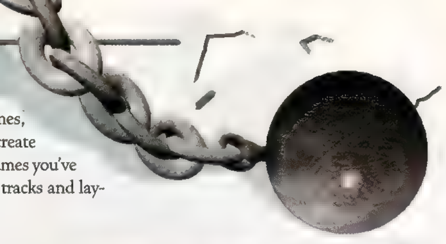

THE COUNT
trick moves
fakeouts
long range
layups
dunks
alley-oops
blocks
steals
combos
dinner's served
busted rim
gamebreakers
trick points: 70250
continue

In Burnout, can you finish the Euro Marathon in Championship Mode in first place after three perfect laps?

– TODD JOHNSON, MOODY, AL

In Spider-Man for GCN, can you complete the Obstacle Course without hitting any walls?

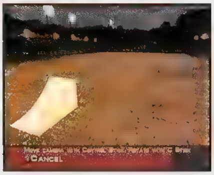
– RYAN GONZALEZ, LODI, NJ

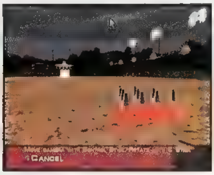


CONSTRUCTION ZONE

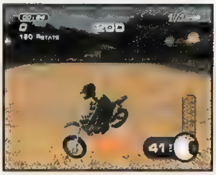
In THQ's MX Superfly for GCN, you can kick up the dirt in fun minigames, such as Moto Golf and Wheelball. With the nifty Track Editor, you can create your own stunt courses, and you can even lay the groundwork for minigames you've come up with on your own. Make up a minigame by constructing crazy tracks and laying down the rules of the road, or follow the examples below.

ROLLING BOWLING



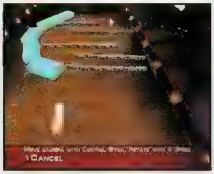


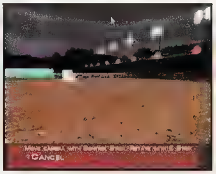
Place a ramp in the arena and take some practice runs to see where you usually land. Once you've identified a good landing spot, place cones in the drop zone and arrange them like bowling pins.



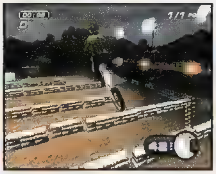
See how many cones you can knock over when you land. The game will be more fun if you require riders to do a 180 before landing—aiming will be trickier and riders will come to a stop when they touch down.

MAZE RACE



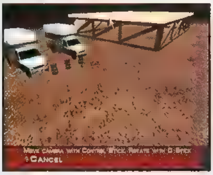


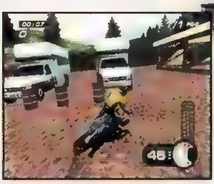
Add a ramp, then build a zigzagging maze behind it. In front of the ramp, arrange a cone slalom so it will affect your approach and vary the speed of your takeoff.



The object of the game is to launch off the ramp as far as possible so you can land close to the maze's exit. Time how fast you can reach the end of the maze.

CONE RANGER





Scatter cones around the arena. You can place up to 12 of them. Once they're in place, time yourself to see how fast you can find them all and knock them over. Create obstacles and place cones on ledges to make the game harder.

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Brian DeMoss, Knoxville, IA	4:21.550
Roy Taft, Houston, TX	4:21.900

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THE NUTS & BOLTS

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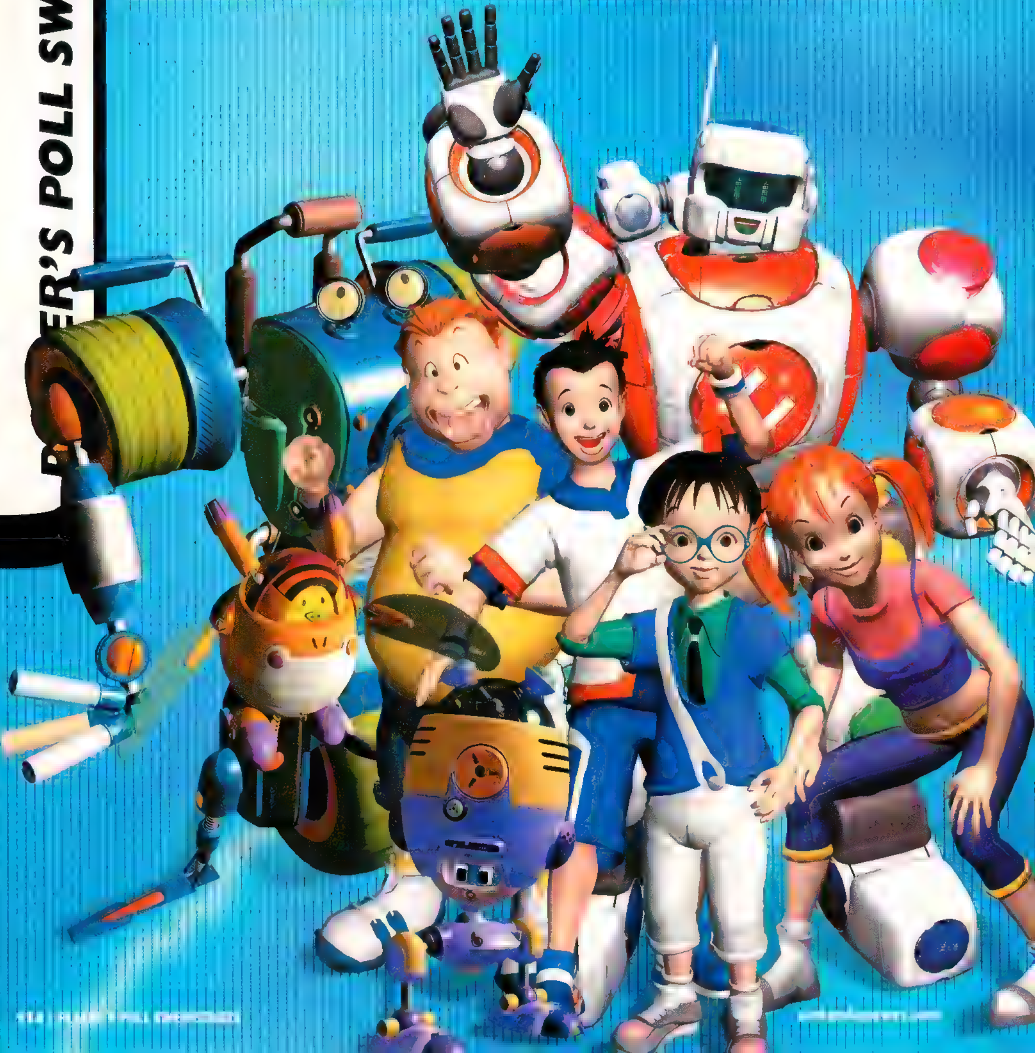

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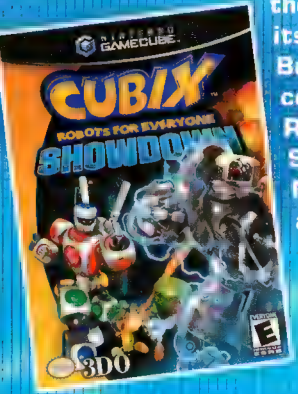

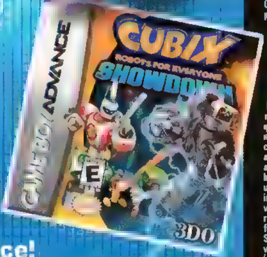

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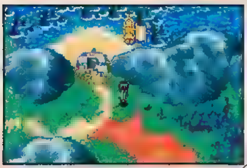
EPIC CENTER

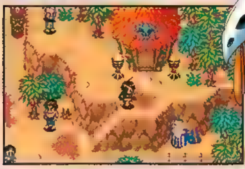
Kids these days. Always running around playing their Dragon Ball. Back in our day, we didn't have a Dragon Ball! We had to kick an old can . . . oh, sorry. Just reminiscing. Anyway, Epic Center has answered the call with the end-all strategy guide for GBA slugfest Dragon Ball Z: The Legacy of Goku. We're also unveiling exclusive shots and artwork for Golden Sun: The Lost Age.

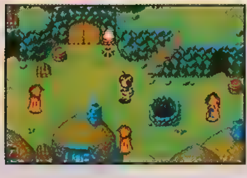
EPIC NEWS

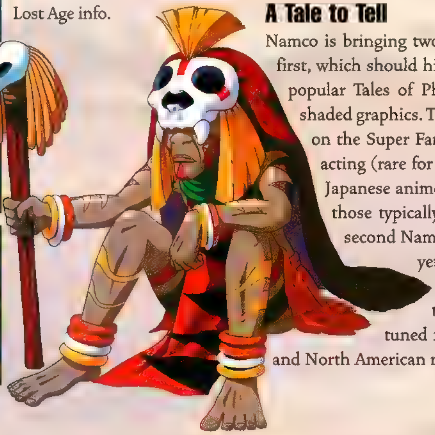
There's Gold in Them Thar Hills!

Golden Sun: The Lost Age. Need we say more? Our readers have been bombarding us with e-mail, begging for information on the highly anticipated sequel, and we're happy to oblige. We've used all our guile and charm to acquire new screen shots and concept artwork from the upcoming Game Boy Advance RPG—which was just released in Japan. Keep your eye on Epic Center as we bring you tons of Golden Sun: The Lost Age info.









Settling In

Strategy fans, rejoice! Ubi Soft has announced plans to bring the popular strategy series, The Settlers, to the Nintendo GameCube. The four previous Settlers titles—all for the PC—were wildly popular in Europe and attracted a cult following in North America. The new game will be released sometime in 2003 and will focus on such strategic elements as constructing a civilization and battling other tribes for world domination. We'll have more info (and screen shots) in the coming months.

A Tale to Tell

Namco is bringing two completely new RPGs to the GCN. The first, which should hit Japan in midyear 2003, is based on the popular Tales of Phantasia series and boasts gorgeous cel-shaded graphics. The original Tales of Phantasia was released on the Super Famicon in 1995 and featured lots of voice-acting (rare for the time), an art style heavily inspired by Japanese anime and a battle system that was a hybrid of those typically found in RPG and fighting games. The second Namco title is so secret, it doesn't have a name yet. All we know is that it takes place in a fantasy setting and that Namco intends for it to be its big GCN release of 2003. Stay tuned for the goods (including screen shots, art and North American release dates).

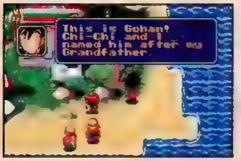
EPIC TACTICS

Dragon Ball this. Dragon Ball that. You'd think the TV show was popular or something. And speaking of popular, Dragon Ball Z: The Legacy of Goku has been one of the best-selling GBA titles of the year, so it's only fitting that we give it the Epic Tactics treatment. This month we take you from Roshi's house to King Kai's training ground, but never fear! We'll finish off the game (including that mind-boggling Namek Temple) in the next issue.

DRAGON BALL Z® THE LEGACY OF 悟空 GOKU

QUIT DRAGON YOUR FEET

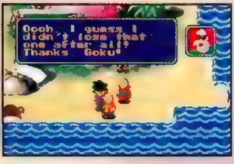
Dragon Ball Z has taken the world by storm and captured the attention of anime and cartoon fans everywhere. And now you can take control of one of the true heroes from the series in Dragon Ball Z: The Legacy of Goku. The game's plot has been taken directly from the TV series, so fans of the show will encounter familiar faces, places and events while they play.



This is Gohan! Chi-Chi and I named him after my Grandfather.

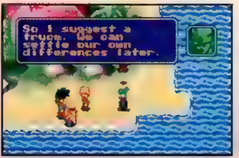
RIBALD ROSHI

You begin the game at the house of Roshi, the Turtle Master. Although Roshi is a master of martial arts, he's somewhat forgetful. Help him find three magazines of questionable taste, then deal with Raditz.



Oooh. I guess I didn't lose that one after all! Thanks, Goku!

The mags are in plain sight. When you return them, Roshi will give you two Senzu Beans, some Herbs and 350 EP (Experience Points).

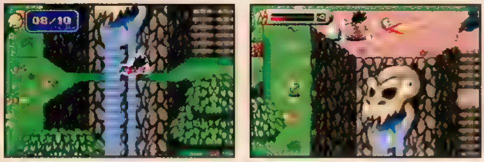


So I suggest a truce. We can settle our own differences later.

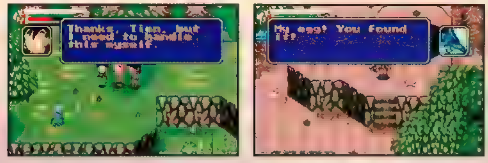
After you find the mags, the evil Raditz will crash the party, kidnap your son and fly away. Hitch a ride on a Nimbus and give chase.

1 EGGS-CELLENT

The Nimbus will drop you off in a small thicket where you'll find your wife, Chi-Chi, as well as lots of angry critters. Talk to your wife, then follow the brown path through the woods. Along the way, you'll encounter snakes, squirrels and crabs. Defeat them by using the Ki Blast until you gain a couple of levels. After you hit Level 4, use your fists. Once you reach the next area (see the map on page 118), you'll have plenty of tasks to keep you hopping.



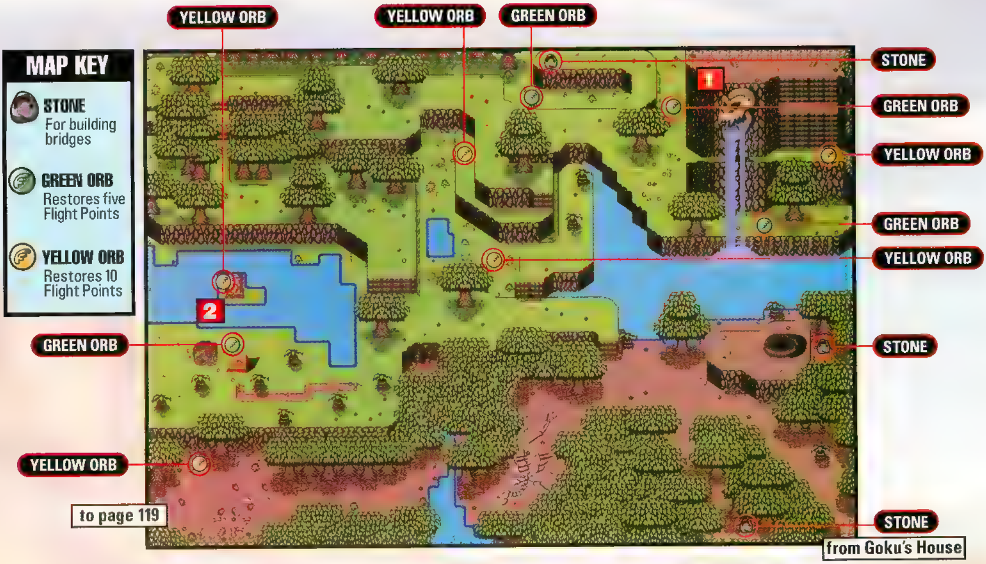
A mother pterodactyl has lost her egg and begs a boon of you. Walk northeast until you reach a waterfall. Use the R Button to fly across the waterfall, then take out the evil dino and return the egg to its mother for 350 EP.



Thanks, Tien, but I need to handle this myself.

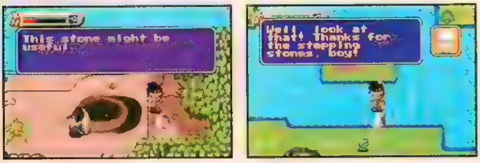
My egg! You found it!

Don't forget to talk to Chiaotzu and Tien. You'll earn 1,000 EP just for blessing them with your company. Along the way, you'll encounter Blue Wolves. Use your Ki Blast to keep the critters at a safe distance.


MAP KEY
STONE
For building bridges
GREEN ORB
Restores five Flight Points
YELLOW ORB
Restores 10 Flight Points
YELLOW ORB
YELLOW ORB
GREEN ORB
STONE
GREEN ORB
YELLOW ORB
GREEN ORB
YELLOW ORB
1
2
GREEN ORB
STONE
YELLOW ORB
STONE
to page 119
from Goku's House

2 THE OLD MAN AND THE BRIDGE

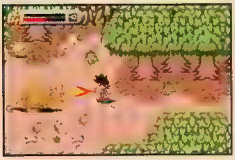
An old man is trapped on a small island. He's not the flying type, so you'll need to find a land-based solution. Collect three stones (look for their locations on the map above) and place them in the water to create a bridge.



This stone might be useful!

Well, look at that! Thanks for the stepping stones, boy!

The old-timer will give you some Herbs for your trouble, as well as 350 Experience Points. If you run low on flight power, look for Yellow and Green Orbs to refill your meter.



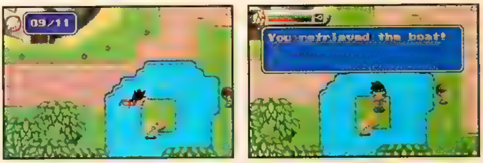
Just before you leave the area, you'll encounter a large, brown dinosaur. Use Ki Blast to attack it from afar, then fly out of danger when the dino charges. If you manage to tame the beast, you'll earn tons of EP—but it's a difficult battle. Feel free to skip the fight if your health is low.

RUN, FOREST, RUN!

The next area (see the map on page 119) is a dense, overgrown forest that is home to two happy families and a strange old man. Unfortunately, everyone seems to have lost something special. Reunite all the parties with their cherished possessions to leave the area a richer (and more experienced) superhero.

3 LOST AT SEA

Local thugs have thrown a young boy's toy boat onto an island, and the kid is not pleased. Make his yachting dreams come true by retrieving the wayward windjammer.

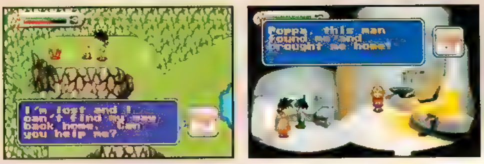


You retrieved the boat!

Fly in from the left-hand side of the lake to reach the toy boat. It can be a little tricky to land on the island. Try to set down when your feet—not your body—are floating over terra firma.

4 THE GIRL WHO LOVED GOKU

Go to the second house you find (the one farthest to the left) and talk to the concerned parents inside. Their daughter hasn't been seen for quite a while, and they're starting to worry. Track down the tot and put mom's mind at ease.



I'm lost and I can't find my way back home. Can you help me?

Poppa, this man found me and brought me home!

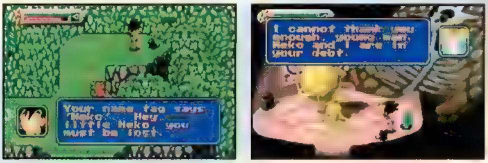
The little girl, Sue, is located in the top left-hand corner of the screen, next to a small pond. As you travel, you'll encounter bushes and rocks. Though they block one branch of the path, you can eliminate them with a Ki Blast.

5 A MEANINGFUL CONVERSATION

As you look for Sue, take a moment to speak with your old friend, Yamcha. He's practicing martial arts in an open area north of Sue's house. Yamcha also brought his compadre, Puar, along. Talk to both of them to receive 1,000 of the easiest Experience Points you'll ever earn.

7 NINE LIVES FOR NEKO

Your final task involves a cat named Neko. Talk to the man in the upper right-hand corner, then go to area 8 on the map. Speak to Neko and get him to follow you, then return him to his owner.



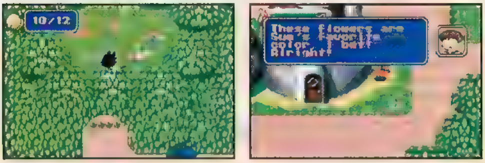
Your name tag says "Neko." Hey little Neko, you must be lost.

I cannot thank you enough, young man. Neko and I are in your debt.

When you return the feline, the old man will open a portal to the next area. He'll also teach you the Solar Flare—a powerful attack that stuns enemies for a few moments.

6 FLOWERS POWER

A young boy is waiting for Sue outside her abode. He wants to impress the young lass but lacks the flowers to do so. If you can track down some pretties for the lonely heart, he'll reward you with 400 Experience Points. To find the flowers, fly to the open area northwest of Yamcha and Puar. To pick the flowers, stand next to them and press the A Button.



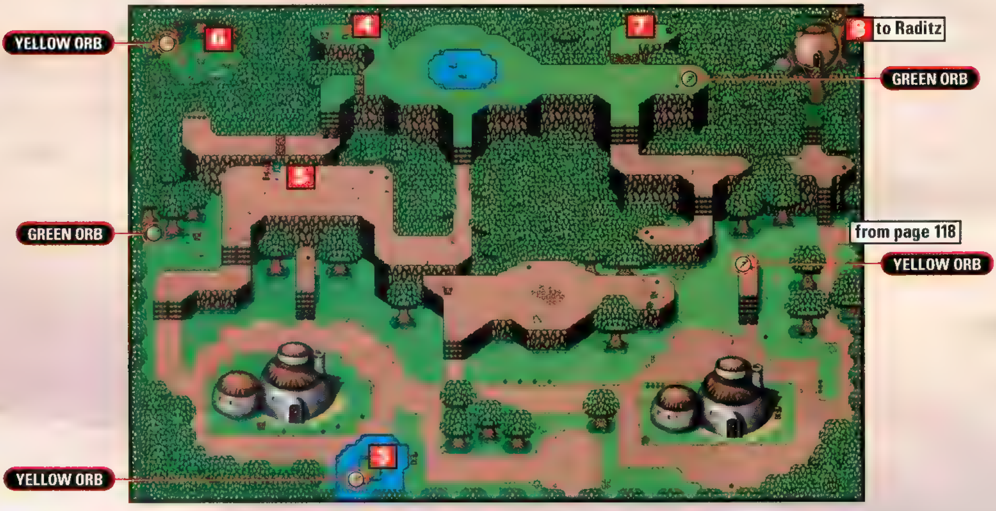
These flowers are Sue's favorite color, I bet! Alright!

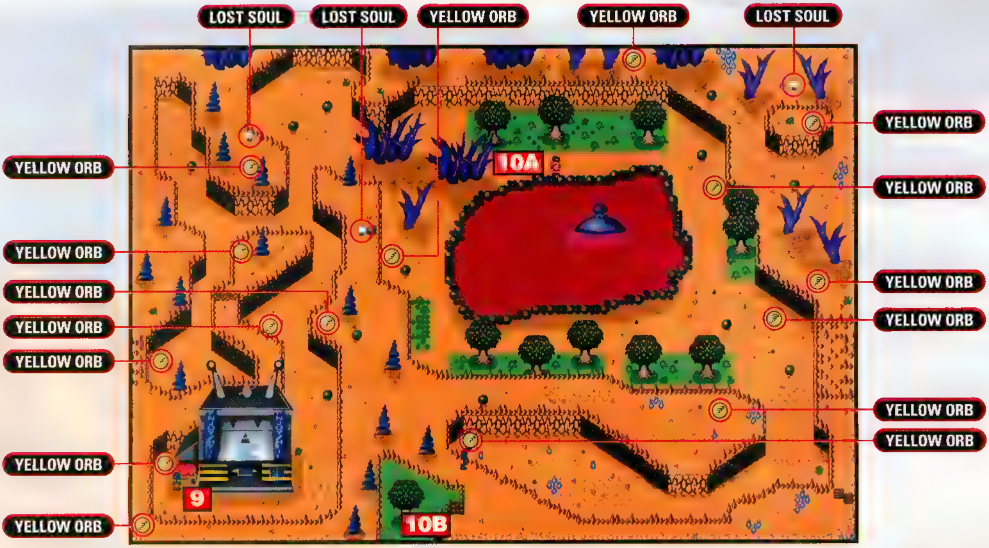
Take the flowers to the boy ASAP for your reward. If you run out of Orbs, or just want more Experience Points, leave the area and immediately return to make all the items and enemies reset. The trick works with any area.

8 I SMELL A RADITZ

After leaping through the portal, you'll be confronted by Raditz and a fierce battle will ensue. Use Solar Flare to stun the villain, then run in close and punch him a couple of times. As soon as your blows land, fly a safe distance away and repeat the process. You'll need to pick up Orbs during the battle to keep your flight meter full.

Your top priority isn't damaging Raditz—it's avoiding his attack. His Ki Blast is strong enough to take you out with a couple of hits. You'll earn 4,000 Experience Points if you win the day.




LOST SOUL
LOST SOUL
YELLOW ORB
YELLOW ORB
LOST SOUL
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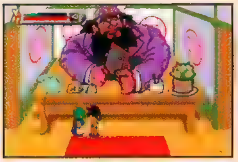
YELLOW ORB
YELLOW ORB
YELLOW ORB
YELLOW ORB
YELLOW ORB
YELLOW ORB
YELLOW ORB
YELLOW ORB
YELLOW ORB
10A
9
10B

GOKU, WE HARDLY KNEW YA

Your fight with Raditz ends with Piccolo destroying you both. In the world of Dragon Ball, defeated heroes end up on the Snake Way, a long and winding road that is filled with ghosts and other, scary entities. Speak to everyone you see, then set out on the path to restoration.



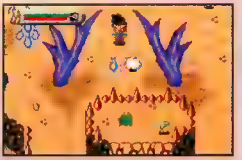
Then, better yet, why don't I eat you?

Keep your distance from the edges of Snake Way. After a bit, you'll encounter a pretty girl who wants to eat you. Since no one wants to be an hors d'oeuvre, use the Ki Blast to send her packing and earn 500 EP.

9 LOST SOULS

Eventually, you'll fall off Snake Way and land in a bizarre netherworld. Talk to the spirit in front of the fitness center, then locate the three Lost Souls. Return them to the fitness center spirit (one at a time) for 500 EP each.

Yes, I'm dead and I'm lost. So how are you doing?



The Lost Souls look like sheer, moving clouds. Don't forget the one hiding in the top right-hand corner.

10A/B A DEVILISH PROBLEM

Go to 10A on the map above and speak to a red devil. He'll ask you to chase him, but don't bother—it's a race you can't win. Instead, go to 10B and find the blue devil. He'll tell you to avoid the nearby fruit, so, naturally, you should steal some. When you do, a portal will open and send you back to Snake Way.

WHAT?! Is that King Yemma's fruit?! Give me that! That's only

KING KAI'S KRAZY KLUB

Walk down Snake Way until you're almost at the end, then fly to the palace of King Kai, who will train you. The training involves chasing a monkey named Bubbles and a cricket named Gregory.

You'll earn 1,500 EP each for capturing Bubbles and Gregory. Fly up to them and quickly tap the A Button for an easy snatch. Afterward, King Kai will teach you the Kame Hame Ha attack.

GOKU LIVES!

Goku returns from Snake Way more powerful than ever, but the most vile enemies are still lying in wait. We'll take you through the end of the game in next month's Epic Center, so keep your Ki Blast blasting and stay tuned!

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Damage
0:00
Felony

Superior driving physics and dynamic special effects push the Game Boy® Advance to the limit!

Take Tanner on 30 action packed missions throughout Chicago and Rio.

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TEEN
T
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ESRB

MILD VIOLENCE

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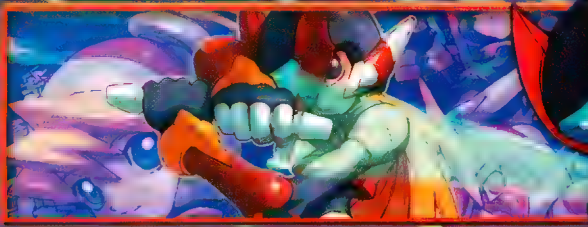
HOTGEN

The wait is over. Capcom's first Mega Man platformer for GBA is here—with slick game play and an intriguing story.

MEGAMAN ZERO™



EVERYONE
E
Violence
CONTENT RATED BY ESRB

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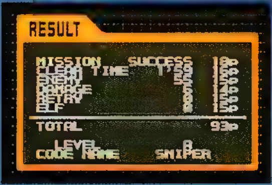
REPLOID REBELLION

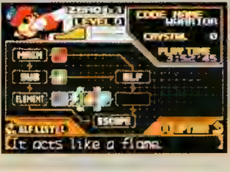
Prepare to be delighted by slick animation, familiar tunes and solid game play in a title that does justice to the Mega Man name. At the end of each level in Zero's resistance against brilliant scientist Ciel's tyranny, the Admiration system will tell you how much damage you took, the number of items you used, the number of enemies you defeated and the amount of time it took you to complete the level.



```
RESULT
MISSION  SUCCESS   18p
CLEAR TIME
ENEMY
DAMAGE
RETRY
ELF
TOTAL              93p
LEVEL              B
CODE NAME     SNIPER
```

Battle Chips

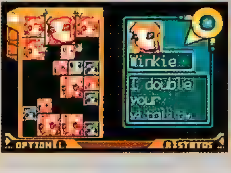
After you complete missions, Reploid engineers will reward you with Battle Chips, including Thunder, Ice and Fire Chips, which power up your weapon with different features. Once you learn the benefits of each chip, you'll have an advantage over your enemies.



It acts like a flame.

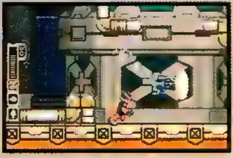
Cyber-Elves

Collect Cyber-elves, which are scattered across various hard-to-reach locations. The elves are vital to your success—they supply you with extra health and abilities. If you need a boost, or just want a challenge, venture off the beaten path in search of a Cyber-elf.



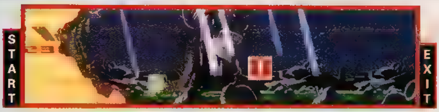
Tinkie

I double your vitality.

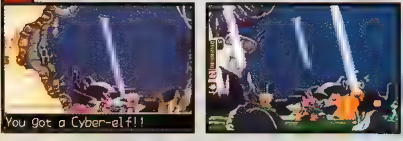


ZERO RESURRECTED

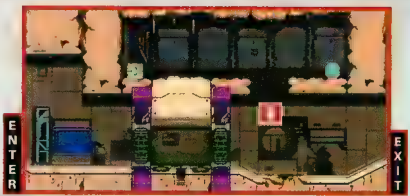
The beautiful Ciel and her army of Reploids set out to find the legendary Zero, only to attract a swarm of enemies along the way. As the resurrected hero, your first task is to lead Ciel back to safety. The opening level is relatively simple and allows you to get comfortable with the controls of the game.



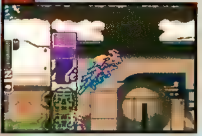
1 LOOK BEFORE YOU LEAP


You got a Cyber-elf!!

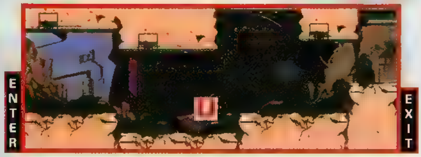
Your instincts will tell you to charge forward, but before you enter the fray, check behind you and recover the elf container. Then turn around and enter the battle with your gun blazing.



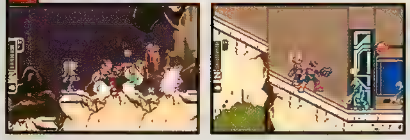
3 ELF SIGHTING



Check the map and locate the opening overhead. Slide down the wall to the left and dash and jump onto the ledge. Once inside the alcove, collect the Cyber-elf.



2 FORGE AHEAD

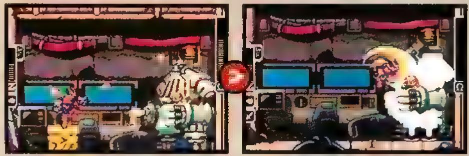


Move briskly through the level, blasting all obstacles in your path. Watch for fast-moving spiders above and below. Note that shooting the floating orange bombs creates a large explosion.

Map Key

+16 Crystals	Raises all types of elf.	**Elf Container**	Contains one of three types of elf.
+1/2 Health	Replenishes your health meter.	**+1 Continue**	Allows you to continue once.

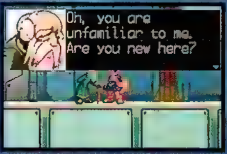
GROUNDING THE GOLEM

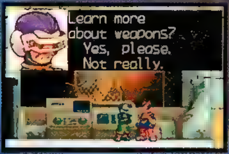


A giant golem will snatch away Ciel, and you must battle the beast. The golem's only weak spot is its head. Jump and fire while dodging the falling blocks and rotating lasers. If you score enough successful hits, you will earn the Z Saber, which will take down the golem with one strike.

EXPLORE THE BASE

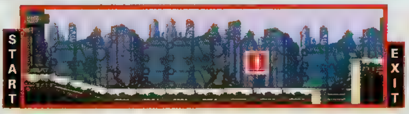
You saved the world once before—100 years ago—in partnership with the Reploid X. Unfortunately, celebrity went to X's head and turned the hero into an evil conqueror. Ciel begs you to stop X. Before taking the next assignment, explore the base and chat with residents to acquire valuable information and weapons.


Oh, you are unfamiliar to me. Are you new here?

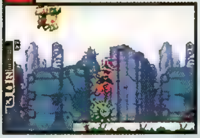

Learn more about weapons?
Yes, please.
Not really.

MISSION: Destroy the Disposal Center

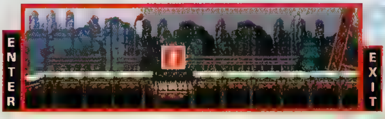
X and his minions are destroying innocent Reploids at a nearby disposal center, and Ciel has requested that you put an end to the sinister activity. Speed will be critical. Don't hang around one area for too long or you'll be surrounded by enemy fire. Keep moving but anticipate danger around every corner.



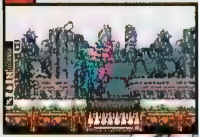
1 SPIKED BOULDERS



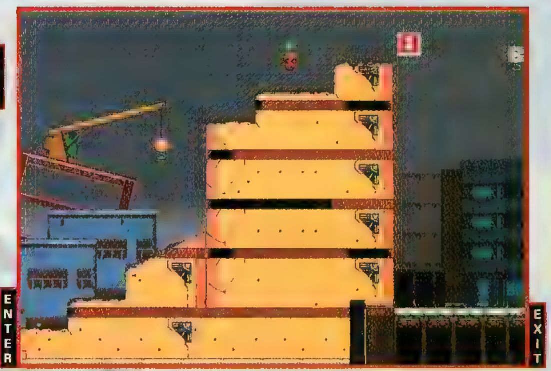
When faced with an oncoming boulder, run forward and jump over it. If you don't have enough momentum to perform a successful leap, stand firm and shoot at it.



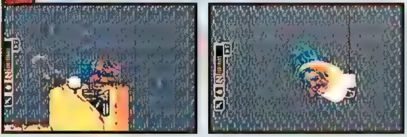
2 SPIKED PATHS



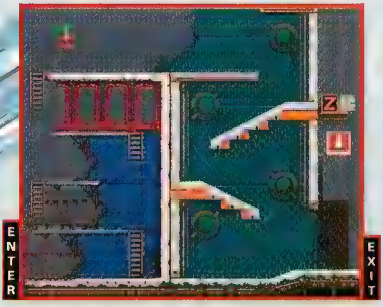
Study the terrain. Landing in a pit of spikes will end your game immediately. Get a running start before leaping across the spikes to ensure a safe landing.



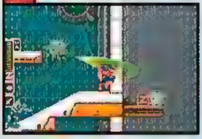
3 ACROBATIC ELF GRAB



To snag the elf from the crane, jump off the ledge and swipe at it with your sword. Bounce back up the wall and leap, then grab the elf on the way down.



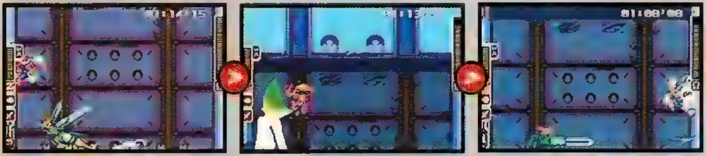
4 HARD RAIN



There's another elf hovering in the middle of nowhere, but it's difficult to reach. Return to the area later in the game, after you have acquired more skills.

FALCON BATTLE

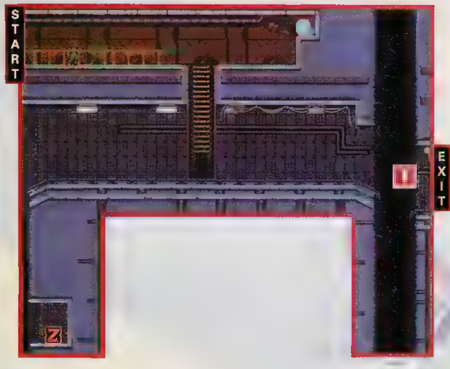
Boss Element	Boss Energy	Boss Defeated
Electric Type	1 Power Bar	Receive Thunder Chip

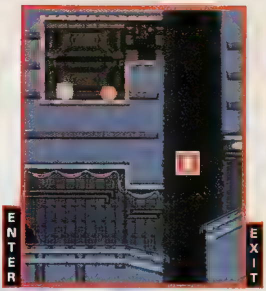


Harpuia, guardian of the disposal center, wants to dispose of you. Dodge its vicious attacks by bouncing up the wall. Arm yourself with the Z Saber and wait for your opponent to charge after you. Once it is below you, jump down and swipe the enemy before hitting the ground. Repeat until victorious.

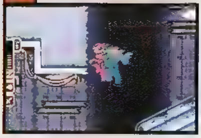
MISSION: Disrupt Enemy Supply

Ciel is thrilled by your success at the disposal center and rewards you with a Thunder Chip and Escape Unit. Spend some time at the base before moving on. You must stop the enemy supply train, which is vital to X's operation. The area is filled with creatures that intend to make your goal unreachable.

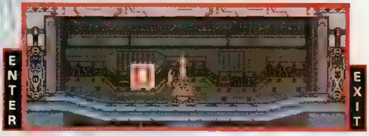




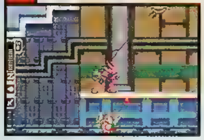
3 EXTRA ELFFORT



There's another elf hidden in the nook above the two pits. Take a running jump and scale the short wall to recover the elf in the tiny opening.



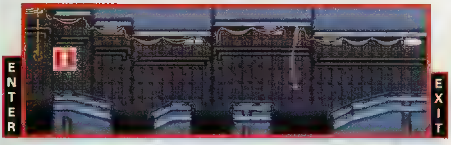
1 NEW FOES



Robotic bats will swarm overhead while biker bots attack swiftly on the ground. Stand firm when enemies approach, but once you've cleared an area, quickly move on before more bots appear.

4 GO HIGH, GO LOW

Arm yourself with the Z Saber and swing for the enemy's head, above his shield. As he staggers backward, swipe at his base. Continue the process until he's finished—it shouldn't take long.



2 SHOCK TO THE SYSTEM

Dangling electric wires are deadly obstacles—they'll shock you midjump and send you spiraling down bottomless pits. While jumping, swing your sword to cut the wires. Gunfire can also knock you into an abyss.

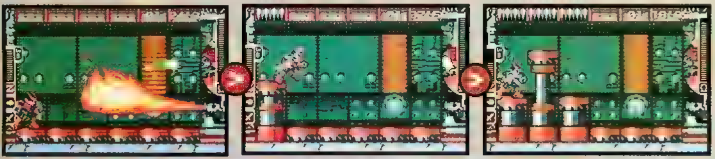
ARRAY OF ATTACKERS

You got a Cyber-elf!!

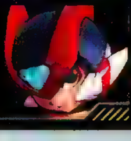
At first, you may be overwhelmed by the variety of assailants. When possible, strike from afar. Use your gun to keep enemies at bay and switch to the Z Saber when fighting at close range.

FEELING THE HEAT

Boss Element	Boss Energy	Boss Defeated
Fire Type	3 Power Bars	Receive Hacker Elf

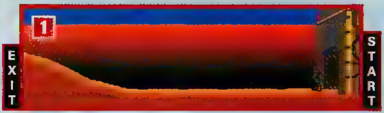


Stay at the far-left side of the screen and fire shots at the top of your jump, aiming for the enemy's head. Move forward one step at a time whenever a panel rises up into the spikes above. Dodge the enormous flames and expect the pace to quicken as the enemy loses power.

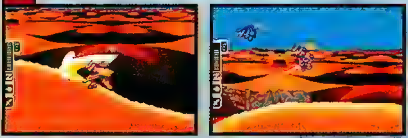


MISSION: Find Shuttle

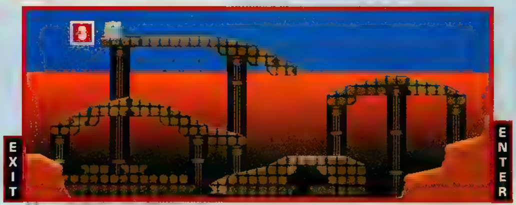
You're successfully thwarting X's operations, but there's still much to accomplish before the Reploids can consider themselves completely safe. Your next mission will take you to the ancient ruins, where snakes and birds swarm through old structures that are on the verge of crumbling. Proceed with caution.



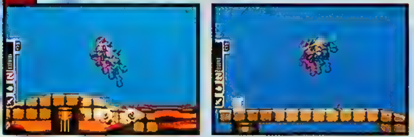
1 ABOVE AND BELOW



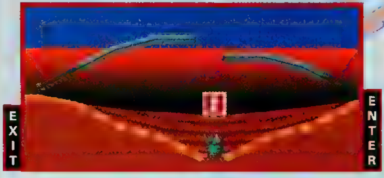
Subterranean snakes will emerge from their holes while pesky vultures swarm overhead. Use your Z Saber to fend off their attacks. When close enough, strike swiftly or jump over the creatures.



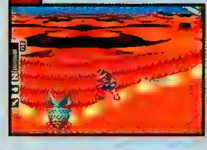
3 TREACHEROUS JOURNEY



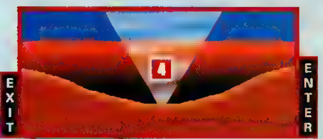
There is an elf at the top of the ruins. Make your way up, dashing continually off collapsing ledges. Vultures will attempt to stymie you along the way.



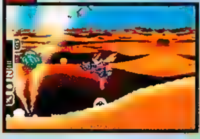
2 QUICKSAND



Landing in a sand trap will drain your supply of energy. First, eliminate the creatures surrounding the sand, then leap ahead. Be cautious—don't get sucked in.



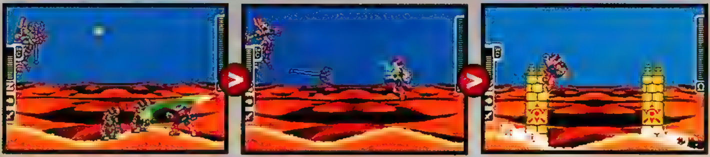
4 Whirlwind



Fire at tornadoes from a distance. Some shots will get to the center of the funnel and damage the controller. Stay back until you've wiped out the windy threat.

GRAVEYARD

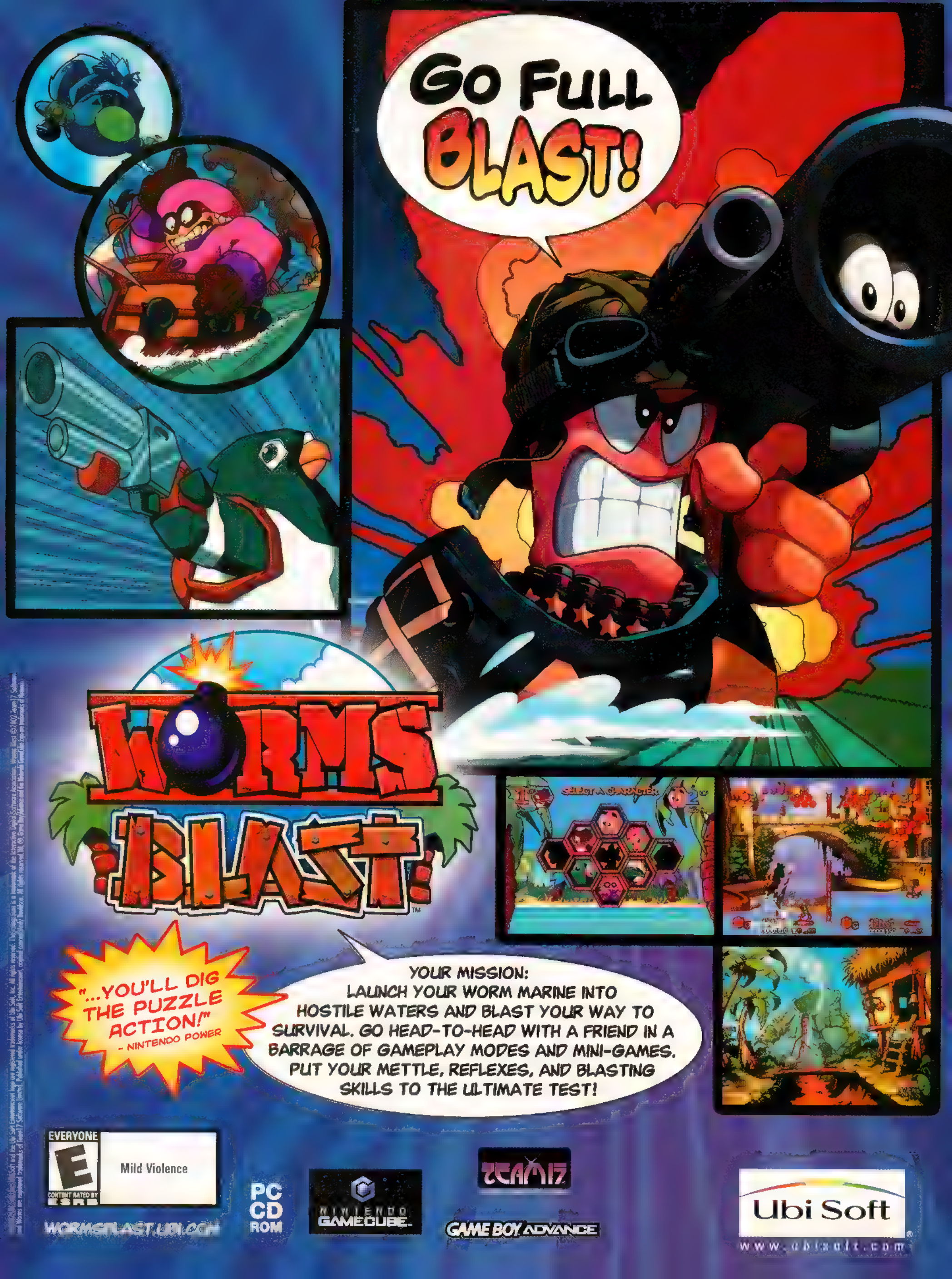
Boss Element	Boss Energy	Boss Defeated
None	2 Power Bars	Receive Hacker Elf



With your gun poised, plant yourself on the first hill. Wait for the boss to start twirling its staff then fire away. Mummies will emerge from the sand and attempt to drain the life out of you. When the enemy dives underground, dash to the side of the screen before the walls protrude from the surface.

X MARKS THE SPOT

What has really become of your old friend X? Who started the oppressive empire that is bent on controlling the world? Only you can uncover the answers—by completing several more missions. Some future levels are mirrored versions of earlier stages; they give you a degree of familiarity that you can use to your advantage. Good luck!



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THERE'S A RIOT AT THE BAT RACK!

DRY KILL LOGIC

Hard rockers DRY KILL LOGIC have offered up their own twisted take on the American classic, "Take Me Out to the Ba Game." The all-new song and music video entitled "Riot at the Bat Rack," were recorded exclusively for Midway Sport adrenaline-style baseball videogame, MLB SlugFest® 20-03.

DRY KILL LOGIC came out swinging hard with "Darker Side of Nonsense," an album full of chunky riffs and catchy hooks that hit the hard rock crowd upside the head like a rising fastball.

Look for a new album from DRY KILL LOGIC in the Winter of 2002.

MLB SlugFest® 20-03 DVD also includes DKL's exclusive SlugFest music video, "Riot at the Bat Rack!"

MLB SlugFest® 20-03— Coming Summer 2002 to all videogame consoles.

MLB SLUGFEST® 20-03
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For more information
on DRY KILL LOGIC,
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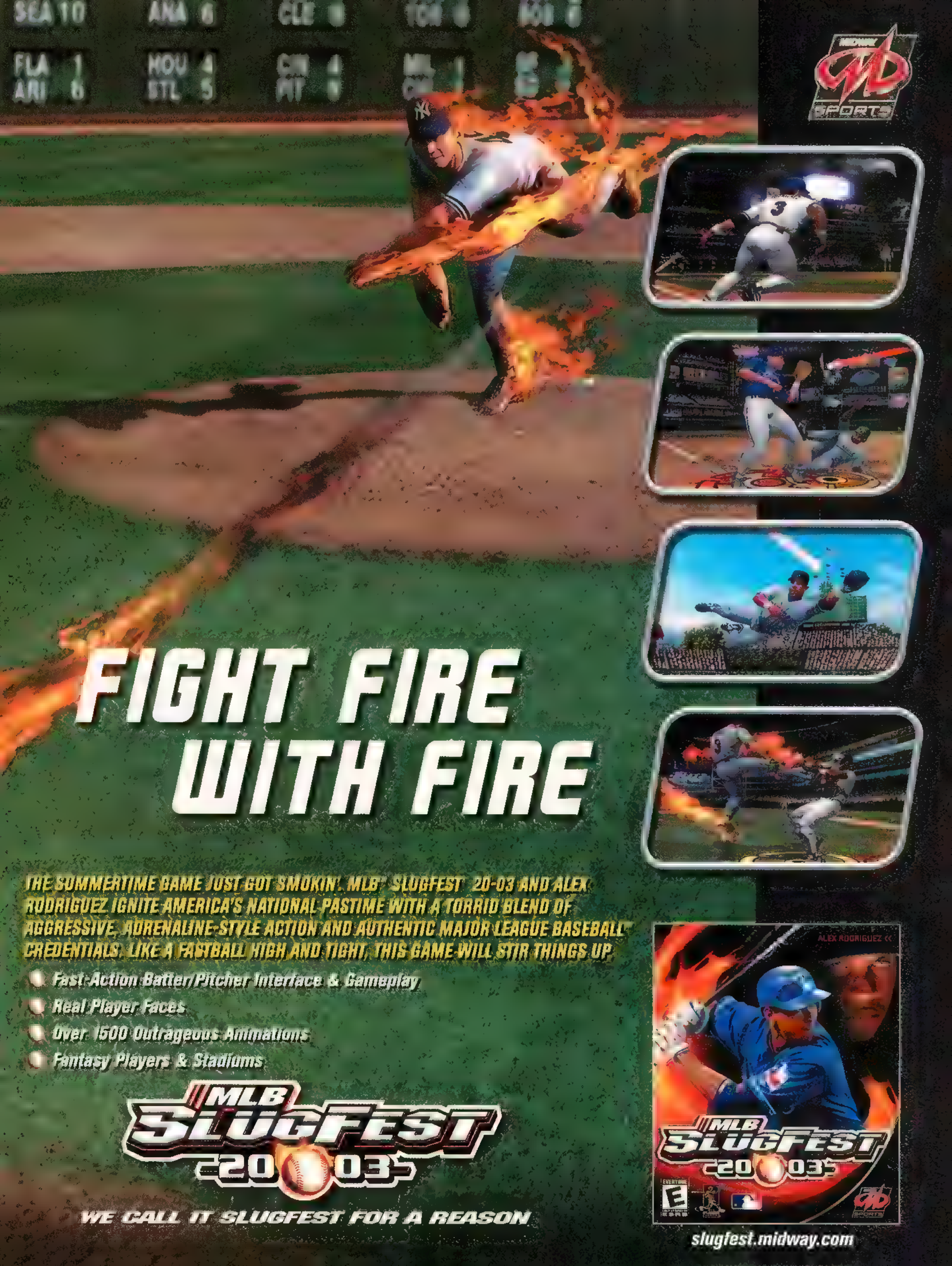
MLB SLUGFEST 20 03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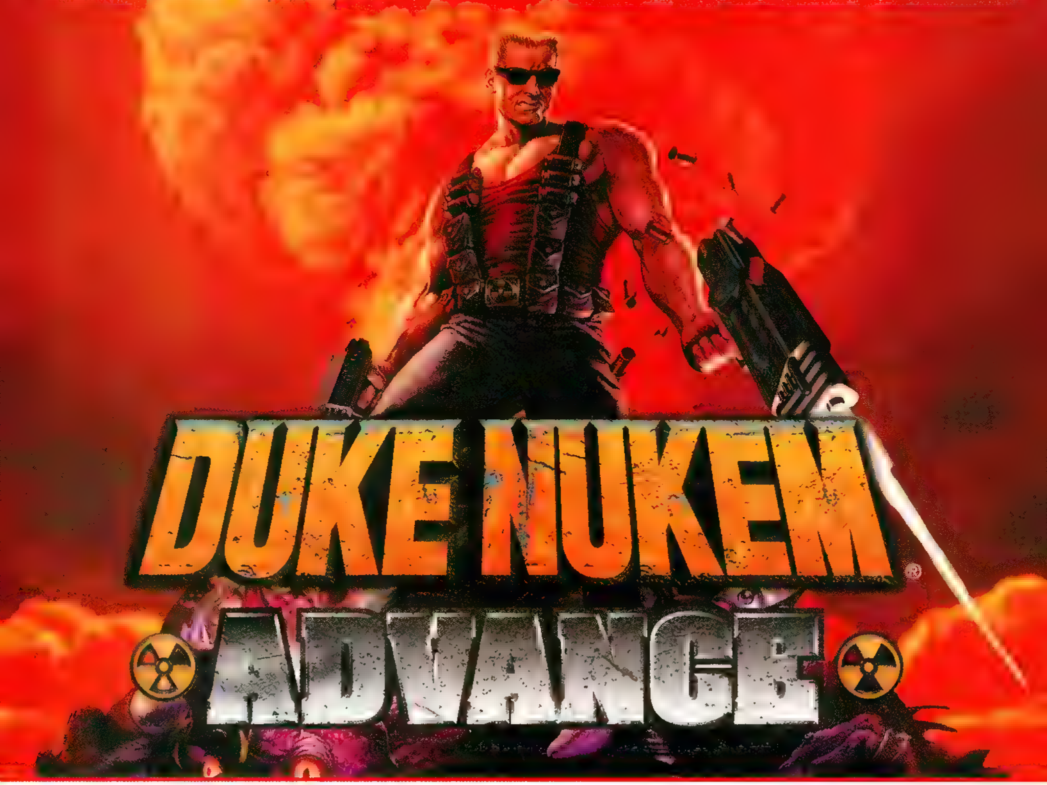
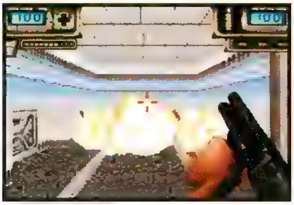
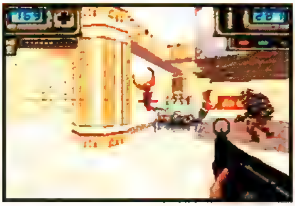
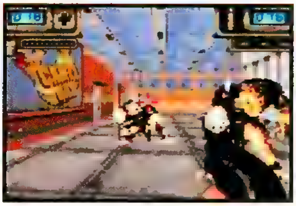
Mr. Sensitive serves up some roasted alien pig on Game Boy Advance.



CRACKING WISE—AND SKULLS

Duke Nukem exploded onto the computer gaming scene when first-person shooters needed a little personality. His larger-than-life persona—somewhere between Sgt. Rock and a frat boy—more than filled the bill. Developer 3D Realms has managed to cram Duke's big ego into a portable platform. The GBA game offers all the features you've come to expect from a Duke Nukem title: goofy villains, a variety of cool weapons, nonstop mayhem and, of course, Duke's signature commentary.

TEEN
T
CONTENT RATED BY ESRB
Blood
Violence

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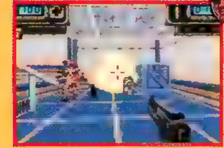
AREA 51:
Section 1A

SECRETS:

1 Stand in front of a locker to unveil a closet with +50 Armor. It will allow you to take more damage.

DUKE TIP: Explosions



Gas canisters and fire extinguishers will explode if you shoot them, often causing an explosive chain reaction if there is more than one of them. Use them to destroy enemies.

NEW WEAPON:

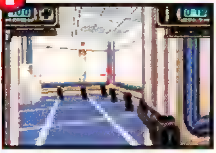
SHOTGUN

You'll pick up the pump-action shotgun in the first level. It's a powerful weapon—particularly at close range—but it fires very slowly. Use it as your main weapon until you find the MP5.

GATHER ALIEN INTELLIGENCE

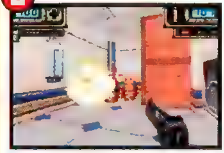
There's something amiss at a secret government facility in the Nevada desert. General Graves will brief you on the situation then teleport you into the hot zone.

1 DON'T PASS UP AMMUNITION



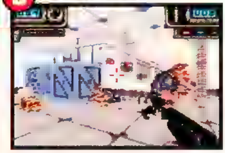
You'll have only 20 bullets for your Desert Eagle handgun when you start the game, so it's a good idea to pick up all the ammo clips in your immediate vicinity before you engage the aliens. You don't want to run out of bullets.

2 DATA CACHE

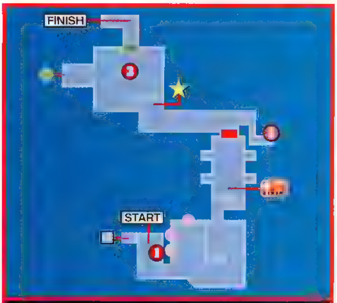


Blast the canisters in the hallway—make sure that you are a healthy distance away—as you leave the room containing the Red Card Key. After they explode, make a right then enter a room to find the Alien Data Disk.

3 HOG HEAVEN



The large room adjacent to the level exit is crawling with piglike aliens. After you eliminate the first of them, pick up the creature's shotgun and use it against his comrades. The new weapon will make short work of the remaining enemies.



MAP KEY

🟩	Open the door with a switch or by completing a mission objective.	◆	Switch
🟥	Use a Red Card Key to open the door.	▭	Red Card Key
🟨	Use a Yellow Card Key to open the door.	▭	Yellow Card Key
🟦	Use a Blue Card Key to open the door.	▭	Blue Card Key

● Teleporters can be one-way or two-way. Some of them look like transporters from Star Trek, and others look like platforms.

☐ Elevator 🟧 Lava ★ New Weapon

AREA 51:
Section 1B

SECRETS:

1 Jump from a small box to a large box against the wall to open a secret door. You'll find +50 Armor inside a nook.

DUKE TIP: Health

Early in the game, Duke's maximum health level is 100. If you've lost only a few health points, then don't pick up a health power-up worth +25. You may need the health later in the level, after you've taken a few hits.

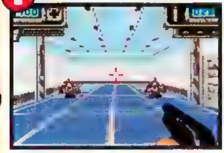
DUKE TIP: Jumping

It usually doesn't pay to get a running start before you make big jumps. Instead, jump by pressing A then immediately press Up on the Control Pad to leap forward.

FIND THE SATLINK LAPTOP

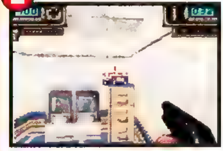
General Graves wants you to upload the aliens' invasion plans from the recovered disk, so you'll need to fight your way to the Satlink Laptop.

1 BOVINE AMBUSH



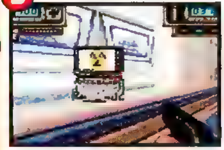
A door switch will open the way to a room with two waiting aliens. Eliminate them quickly, because two more enemies will rise up out of the floor, like drummers at a heavy metal concert.

2 THE HIGH CARD WINS

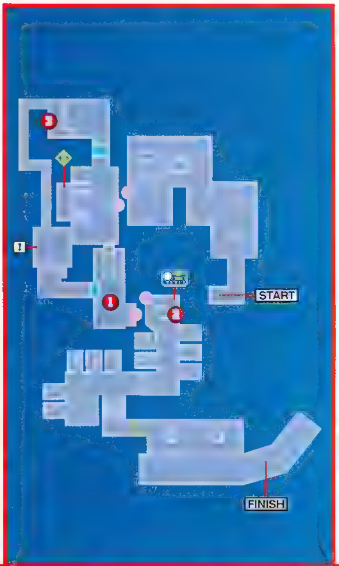


You'll find a Blue Key Card atop a filing cabinet, seemingly out of your reach. Jump onto the edge of the counter across from the key, jump again, then immediately press Up on the Control Pad to leap to the Key Card.

3 COUNTERTOP LAPTOP



You can get to the Satlink Laptop through a door or a ventilation shaft. It may be worth it to take the shaft, since there are several +5 Armor power-ups inside it. After you find the laptop, the door to the subway—the level exit—will open.

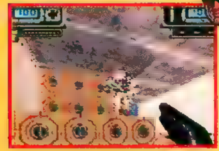


AREA 51:
Section 1C

SECRETS:

1 Jump onto some stacked boxes on the left side of a door, then press against the wall to reveal a cache of shotgun ammo.

DUKE TIP: Aiming



Your weapon will automatically lower or rise slightly to target enemies. To aim manually, press L and R simultaneously then use the Control Pad to orient your weapon.

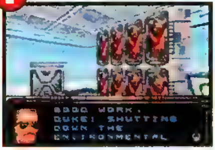
NEW WEAPON:
ROCKET LAUNCHER

The Rocket Launcher fires powerful explosive rounds that can eliminate multiple enemies with one blast. Make sure that you are a healthy distance away from intended targets when you fire.

DESTROY THE HYBRID ARMY

The data disk has revealed the alien scheme to conquer earth with an army of hybrid monsters. Find and shut off the regulators that are keeping the hibernating army alive.

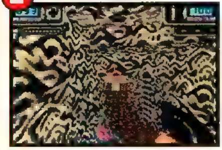
① BIOTECH DEREGULATION



GOOD WORK, DUKE! SHUTTING DOWN THE ENVIRONMENTAL

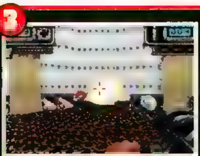
Hit the switch in a room with hibernating aliens to shut down all the environmental regulators. The switch also opens all of the locked doors on the way to the boss. General Graves will instruct you to leave the building.

② GROOVE TUBE

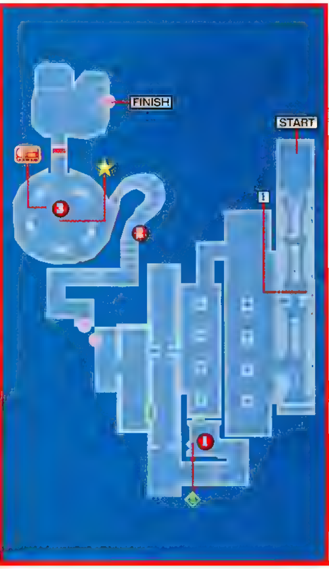


Your trip out of the subway will take a weird turn when you come upon a staircase made of alien materials. The path is loaded with earthly materials as well. Stock up on power-ups before you enter the boss's lair.

③ SPIDER BOSS



After you meet the boss, immediately run to the center of the room to pick up the Rocket Launcher. Stay in the center of the room, dodge attacks and shoot the boss when it stops between obstacles.



EGYPT:
Section 2A

SECRETS:

1 Press a section of wall between two ornamental barriers to reach a health power-up.

2 The switch that lowers the Red Key Card also reveals a room with two enemies and a +50 Armor vest. Prepare to fight before you hit the switch.

DUKE TIP: Health Reserves

Because you'll retain your health from the previous level, it's in your interest to stay as healthy as possible. Try to retain most of the +100 Health you'll pick up before the last boss battle. You may be able to start the current level with health in excess of 100.

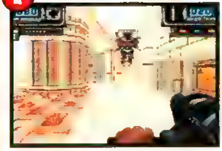
NEW WEAPON:
MP5

You'll be on the wrong end of the rapid-fire MP5 at the beginning of the level, but it won't take you long to find one of your own. The machine gun goes through ammo quickly.

BREACH THE INNER SANCTUM

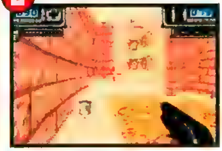
It turns out you didn't destroy the alien army after all. The real invasion force is hidden within the Temple of Amun in Egypt. Locate the power source at the center of the structure.

① ALIEN UPGRADES



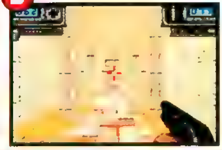
You'll find new varieties of aliens in Egypt, in addition to the garden-variety enemies you've already faced. Both the large, floating enemies and the black, reptilian enemies have strong armor and very powerful weapons.

② LEAPING LAVA

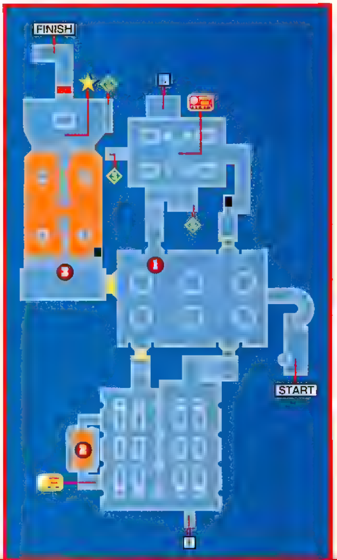


To find the Yellow Key Card, you'll have to pass through a lava-filled room with narrow ledges around its perimeter. A couple of careful jumps should prevent burn damage. If you fall into the lava, jump repeatedly to minimize damage.

③ WALK THE PLANK



Use your Rocket Launcher to destroy the enemies at the far end of the lava-filled room, then make your way down the narrow path and over the jump. If you fall in, use the elevator to get back up to safety.



EGYPT:
Section 2B

SECRETS:

1 The first switch you'll discover will raise a bridge across a lava pool and reveal power-ups on a ledge near the switch. Destroy the floating enemy guarding the power-ups immediately. You should take aim from the bottom of the stairs.

2 Press against a wall near a switch to open a small room that contains armor and rockets.

3 More rockets and armor are hidden behind a wall in one of the rooms with crushing walls.

NEW WEAPON:

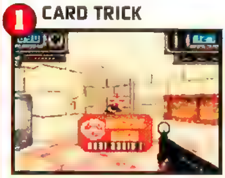
PIPE BOMBS

Pipe Bombs are effective when you want to blast an enemy from around a corner. Press B to toss a bomb then press B again to detonate it. Don't use Pipe Bombs at close range.

FIND DATA ON THE ENVIRONMENTAL REGULATORS

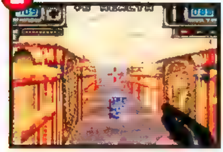
The alien hybrids aren't hard to find—they'll be just about everywhere you look. It will be a bit tougher to locate the schematics for their life-support system.

1 CARD TRICK



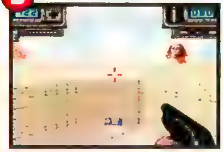
Go ahead and jump onto the platform to pick up the Red Key Card, but be aware of the consequences. The platform is a switch that will release two more bad guys. When you finish with them, grab the power-ups they were guarding.

2 CRUSHING INFORMATION

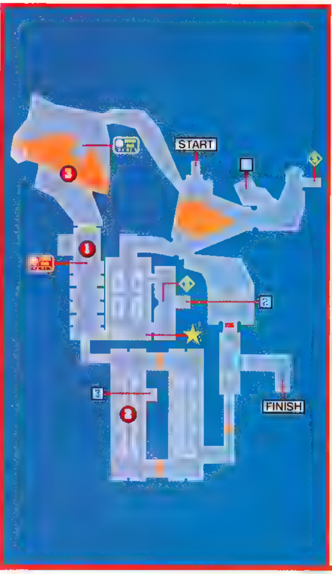


Unless you time your run carefully, large steel blocks will crush you on your way to the schematics for the Hybrid Army's environmental regulators. You'll also pick up some armor and health power-ups along the way.

3 INTO THE BLUE



Jump to the far side of a lava pool to lower the Blue Key Card's pedestal. If you jump well, you may even grab the card as you fly through the air. Use the teleporter in the corner of the lava pool to return to the upper level.



EGYPT:
Section 2C

SECRETS:

1 Jump into a small alcove connected to a narrow pool of lava. A door to another nook will open, to reveal a wealth of health power-ups. You don't have to go back out through the lava—use a nearby teleporter.

2 A small room on the lower level of the temple will open behind the Blue Key Card. Hit the switchto unlock more secret rooms.

3 A closet-sized room containing health power-ups is near the room with the key card.

4 You'll find some +50 Armor lying around after a nook is revealed.

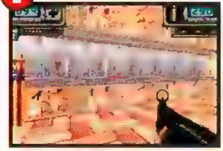
5 There are even more health power-ups to pick up on the way to the elevator.

6 After you take the elevator up, you'll discover rockets and armor in a small room in the corner.

DESTROY THE HIBERNATING ARMY

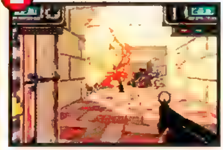
A pair of switches will effectively destroy the massive invasion army in the temple, but you'll need to fight your way through tough enemies and a very crabby boss.

1 PRIVACY SHIELD



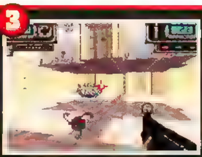
After you eliminate two MP5-wielding guards, you'll enter a room with three more aliens. Immediately push a switch on the wall to lower a protective shield, then carefully work your way around the shield to defeat the enemies.

2 LEVEL THE ROOM



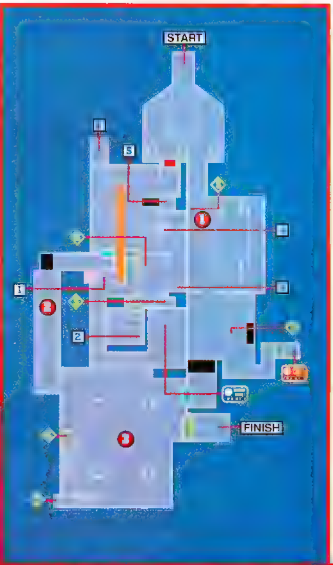
When you emerge from the elevator, several enemies will await you. Shoot the gas canisters on the left side of the room to cause a chain reaction of explosions and take out most of the horde.

3



THE CONTROLLER

Weapons are useless against the crablike Controller. Hit the two switches in the courtyard to activate a crushing machine, then lure the boss under the crushing block.

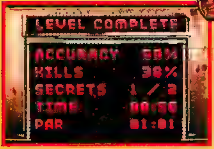


EGYPT:
Section 2D

SECRETS:

1 There aren't any power-ups in a secret room on top of a stagelike platform, but what is there may be even more important: a teleporter that will warp you to the exit. Anything that will shave seconds from your elapsed time should be welcome.

DUKE TIP: Elapsed Time


LEVEL COMPLETE
ACCURACY 58%
KILLS 38%
SECRETS 1 / 2
TIME 00:56
PAR 01:01

There is a Par Time that you can try to beat for each difficulty level. Picking your battles is the key to a fast time. Take the time to eliminate enemies that are blocking you, but don't try to chase down everybody. Of course, use your most powerful weapons to minimize the number of required shots.

ESCAPE THE TEMPLE

The Controller will activate the alien facility's self-destruct system before you can defeat it, and you must escape the crumbling temple before it explodes.

1 PACIFY THE PATHWAY

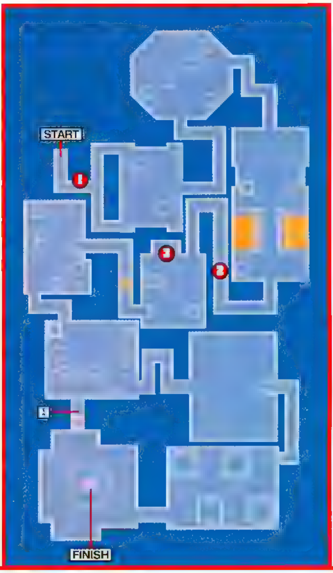
Speed is the most important factor when completing the level, but it becomes less important if your enemies end your mission prematurely. Destroy any enemy that blocks your way or it may inflict an unacceptable amount of damage.

2 SMASHING DRIVE

Handle with care the crushing blocks in a cramped section of your escape route. Time your movement so you don't get smashed—you'll need most of your health to survive explosions and enemy fire during the escape.

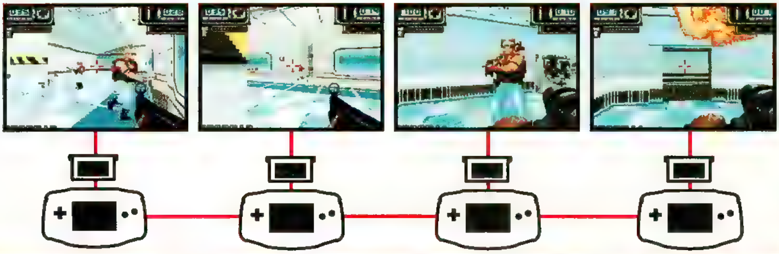
3 AID STATION

You'll have a second or two to spare in the interest of self-preservation. If you see any health or armor power-ups—the spot marked on the map has both—during your scramble to escape, be sure to grab them.



DUKE IT OUT WITH A FRIEND

You won't need a split-screen or a computer network to go head-to-head in Duke Nukem Advance. Up to four players can battle it out in any of the levels from the single-player game. Each player will need a GBA and a copy of the Duke Nukem Advance Game Pak.



ALIENS DOWN UNDER

You may be able to destroy their [illegible] but the aliens aren't going [illegible]ver and say "Uncle Du[illegible] next stop on your alien[illegible]' world tour is Australia, [illegible]e you'll be ab[illegible] to take th[illegible] streets and [illegible]y.

Mega Man.EXE and his pal Lan are back...
MEGAMAN™ BATTLE NETWORK 2
Now Available!
MEGA PROPORTIONS!
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Comic Mischief
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This time, there's a new net crime organization in town and its computer hacking has created a computer virus that's quickly gaining momentum. Join Mega Man.EXE, Lan and their Net-battling friends to win this cyber battle of MEGA PROPORTIONS!

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- Mega Man's appearance & abilities evolve based on your playing style
- Trade Chips and cyber battle with the Game Link® Cable

FIRE UP YOUR GAME BOY ADVANCE, BECAUSE OUR PRETTY LITTLE PLANET IS ABOUT TO GET BLASTED BY ...

BUTT-UGLY MARTIANS
B.K.M. BATTLES

EVERYONE
E
Comic Mischief
Mild Violence
CONTENT RATED BY ESRB

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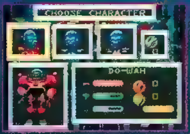
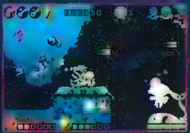
REAR GUARD FROM THE RED PLANET

Knowledge Adventure and Runecraft have gone into "Butt-Kicking Mode" (B.K.M.) for their new GBA shooter. Play as one of three heroic Martians who must thwart the evil plans of Emperor Bog, a repulsive ruler who also hails from the red planet. Strap on your Powersuit—the only way to Bog is through a maze of interstellar shooting galleries.

Three Martians for a Free Earth

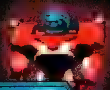


You'll start with three Butt-Ugly Martians in fully charged Powersuits, and you can switch between them while you play the game. If a character's Powersuit completely loses power, you won't be able to select that character.



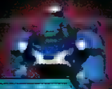
Throughout the course of your mission, you'll find power-ups that increase the abilities of the characters. It's probably best to max out the abilities of one character then build up the the other two as you find additional power-ups.

Of Like Mind, but Not Three of a Kind



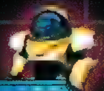
Do-Wah

Do-Wah's red Powersuit is calibrated to deliver maximum firepower—at the expense of shields and speed. Use him if you need to blast your way through trouble.



2T

The blue Powersuit favored by 2T is the most heavily shielded of the three. If you expect to take heavy fire, 2T can absorb plenty of punishment.



B-Bop

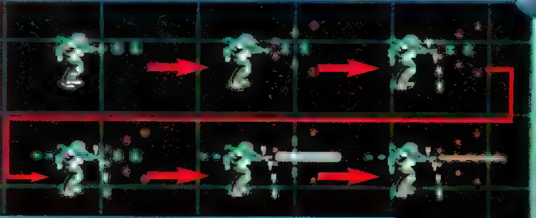
If you think you have the skills to evade enemy attacks, then try out B-Bop's super-speedy yellow Powersuit—you'll bop right along.

KEYS TO KICKING TAIL

Each stage in the game has a unique set of enemies and challenges, but the basic game play remains the same: You must find color-coded keys to unlock gates, and secure any power-ups and items that you discover along the way. The icons shown for each power-up on this page correspond to the icons shown on the level maps on the pages that follow.

Weapon Upgrades

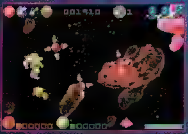
The starter weapon for each Martian is a wimpy, single-shot blaster, but you can incrementally upgrade it to devastating beam weapons by picking up rocket icons. The chart at right shows the sequence of the six upgrades.



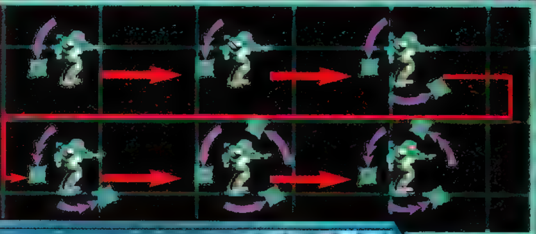
Miniupgrade

Tiny red stars may pop out of destroyed enemies along the way. If you collect seven stars, you'll get a bonus upgrade to your weapon.

Orb Upgrades



You can acquire Defensive Orbs—which circle around your character, potentially absorbing attacks—by collecting shield icons. Each time you grab an icon, you'll either add an Orb or increase the speed of existing Orbs.



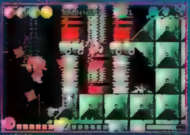
Miniupgrade

Collect seven small green stars to upgrade your Defensive Orbs. Like red stars, they pop out of destroyed enemies.

Color-Coded Keys

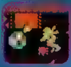
You'll need to find the color-coded keys to get through each area's maze—they open energy doors with corresponding colors. You'll often need to take a side trip from the door to locate a key.

Fire and Forget



Pick up Memory Erase Crystals (MECs) to defend yourself against Martian hunter Stoat Muldoon. Guns will only stun him, so you'll need to rely on MECs to put him to sleep. You'll be awarded bonus points for unused MECs.

Repair Kit

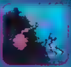


Stock up on the wrench-shaped icons to reactivate and replenish the energy in an inactive Powersuit.

Speed Boost

The arrow icons will provide you with a few seconds of extra speed. They'll usually appear after you destroy an enemy.

Stealth



Face icons will make your character temporarily invisible to the enemies, allowing you to pass by them with impunity.

Shield

A heart icon will generate an impenetrable energy shield around you for a few seconds.

Energy

The energy capsule icons will refill your Powersuit's energy bar. You'll want all the power you can find.

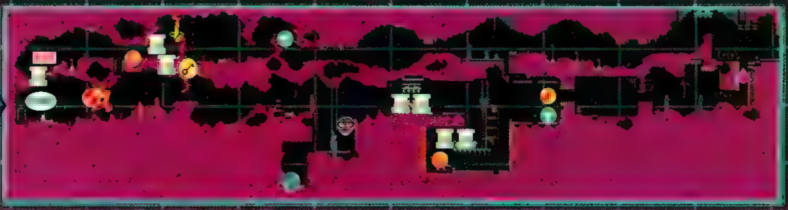
POSTERIOR EXTERIORS

Your quest to stop Bog will take you across seven different worlds, and each world has four separate areas. Each world also has a unique boss that you'll have to fight at the end of each area. The bosses will get more difficult as you progress in the game, but the battles won't demand much strategy. Just dodge and shoot.

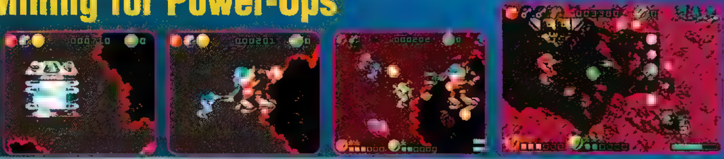
World 1: The Asteroid Field

The Asteroid Field is composed of very large rocks with interior tunnel systems. Right off the bat, Martian hunter Stoat Muldoon will make his presence felt. Check the icons on each map to find the MECs and other power-ups.

AREA 1

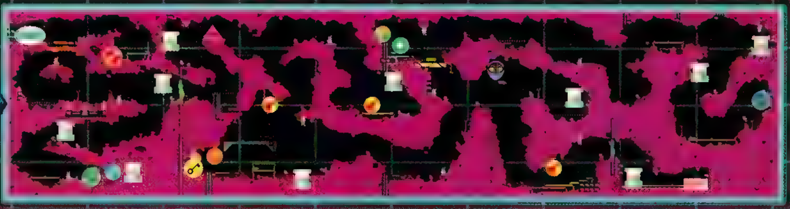


Mining for Power-Ups

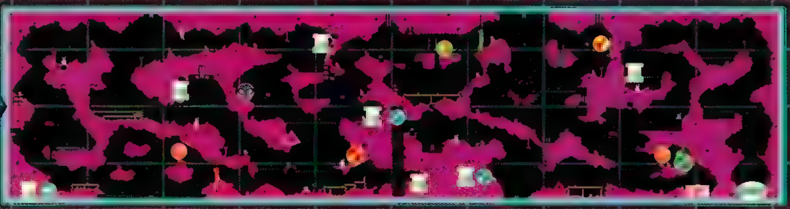


Take advantage of your unlimited ammo to blast your way through fragile rock formations. The hidden areas contain a wealth of power-ups that will help you complete your missions.

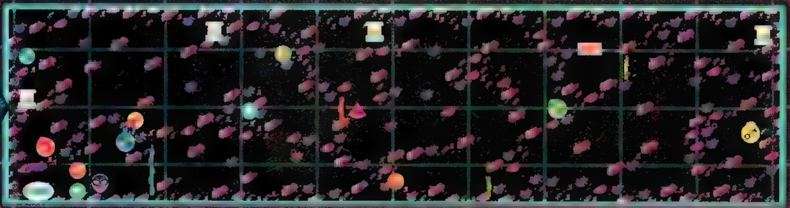
AREA 2



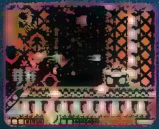
AREA 3

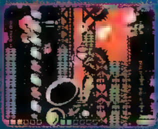


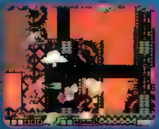
AREA 4

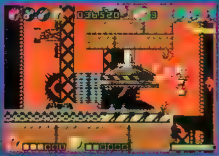


World 2: Mechtropolis



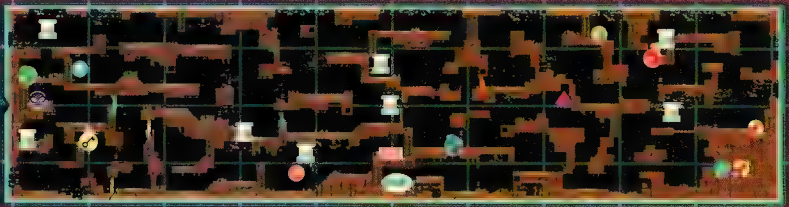




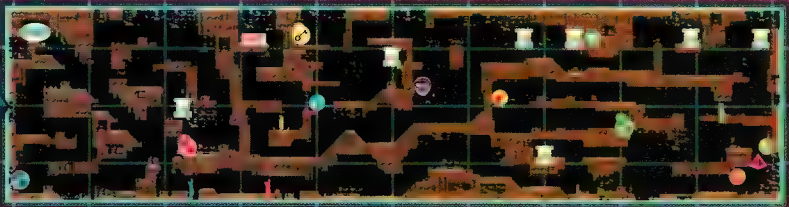


The next stop on your Martian manhunt is an automated cityscape known as Mechtropolis. Its robot denizens will blast first and ask for input later, so keep your eyes peeled for anything with moving parts.

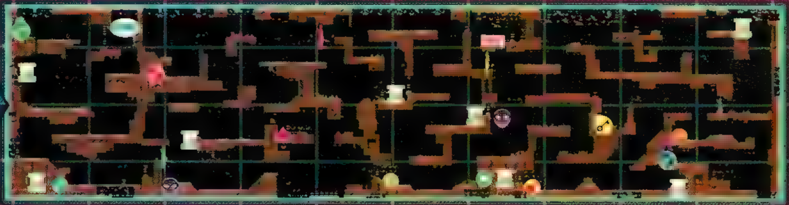
AREA 1



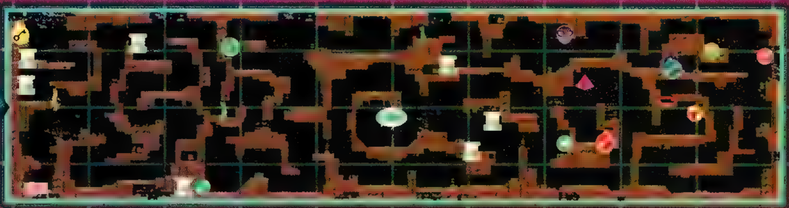
AREA 2



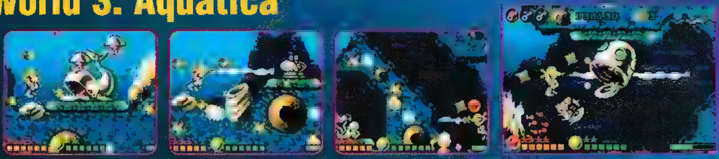
AREA 3



AREA 4

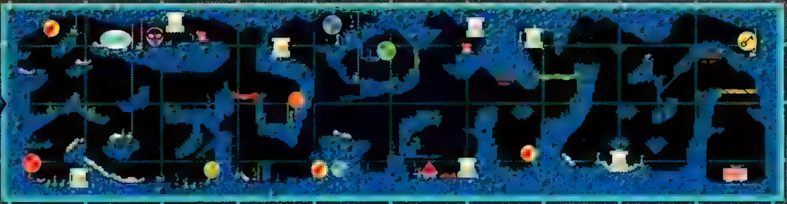


World 3: Aquatica



The crystal blue water of Aquatica would be great for snorkeling—if it weren't for all the projectile-spewing mollusks and mechanical sharks. Exorcise your trigger finger, or they'll turn you into seafood!

AREA 1



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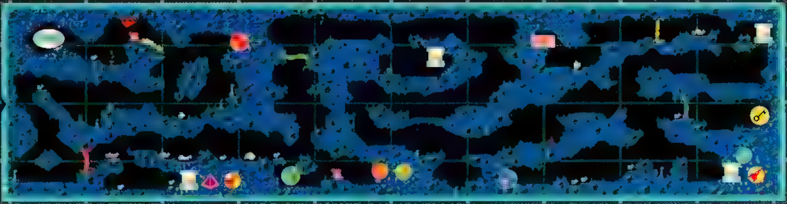
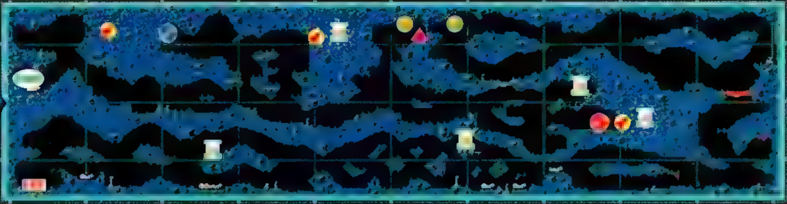


AREA 3



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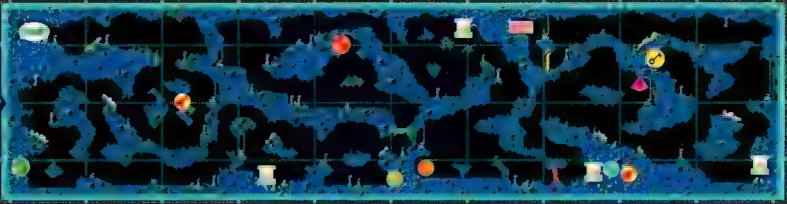
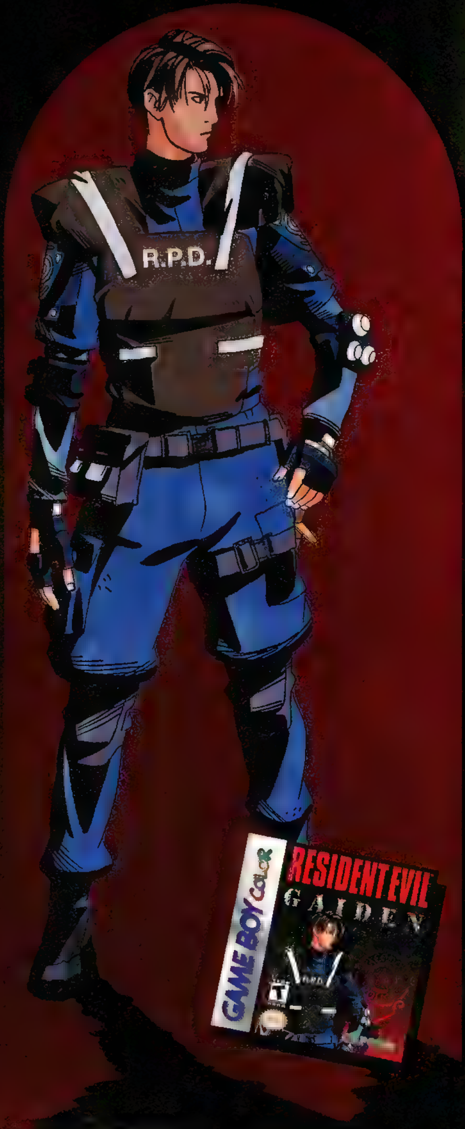


Zoom In

Some of the worlds in the game contain special, colored gems that unlock features in the Butt-Ugly Martians: Zoom or Doom! Nintendo GameCube game. Collect the first of the gems to unlock the Link option in the Pause Menu.

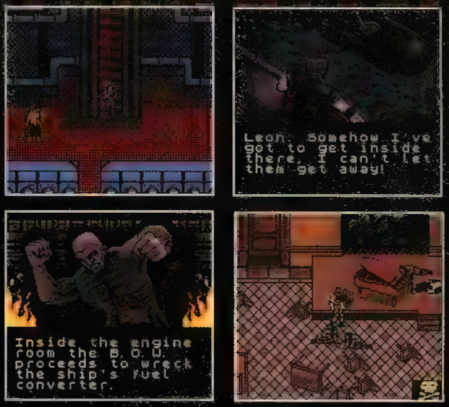
REPULSIVE END?

You'll have plenty of time to dry off after you're done in Aquatica. Four more weird worlds await you before the final showdown with Bog's forces on the Koo Foo Ship.



RESIDENT EVIL®
GAIDEN

THERE IS NO ESCAPE.
SURVIVAL IS YOUR ONLY OPTION.



Leon, somehow I've got to get inside there. I can't let them get away!

Inside the engine room the B.O.W. proceeds to wreck the ship's fuel converter.

Experience the action, the intrigue and the fight of your life in this brand new chapter of Resident Evil. Hosts of deadly zombies, countless traps and lurking horrors: will their discovery take you closer to the source of the Resident Evil or lessen your chances of survival?

TEEN T CONTENT RATED BY ESRB
Blood Violence

GAME BOY COLOR

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LOOK WHAT'S MAKING A SPLASH THIS MONTH!

TITLE WAVE

4X4 EVO 2
BARBARIAN: THE AGE OF ZAUGG
PAC-MAN FEVER
TETRIS WORLDS
BOULDER DASH EX
CUBIX: ROBOTS FOR EVERYONE: CLASH 'N BASH
DRIVER 2 ADVANCE
EGGO-MANIA
KELLY SLATER'S PRO SURFER
PINKY AND THE BRAIN: THE MASTER PLAN CONSPIRACY
SEA-MONKEYS
SPY KIDS: CHALLENGER
THE SUM OF ALL FEARS

4X4 EVO 2

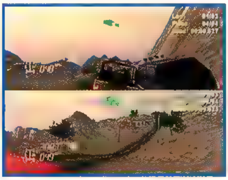
EVERYONE E CONTENT RATED BY ESRB

Take a dash of racing, a pinch of exploration and a whole garage full of trucks and you've got 4x4 Evo 2—the newest title from Take Two Interactive Software. Get behind the wheel of a monster machine and head for the hills to prove your worth.

If you need to upgrade your truck, take a spin through Career Mode. Many of the missions have no time limit, so you can practice shifting and driving and also earn a few bucks in the process.

Press START to return to the menu

Each vehicle is equipped with an on-board map. Use the map to find mission objectives, drop-off points and secret locations. To access the map, press the Start Button and choose "Show Contour Map."



Your first upgrades should be tires, brakes and the engine. There are a variety of tires available, and most are built for specific situations, like mud or rain. If you want to test your tires, challenge a friend to a race.

Wrangler Rubicon
Press START button to exit

When you win races, you'll unlock new tracks and also earn money to upgrade your auto. You must be sneaky to earn first place: Try cutting corners, downshifting on hills and steep grades and staying in high gear during the straightaways. One-player racing also has a replay option where you can relive your greatest moments.

POWER PLAY

You can shift gears by pressing Left or Right on the Control Pad. Learning when to switch from high to low gear is essential for climbing hills.

BARBARIAN: THE AGE OF ZAUGG

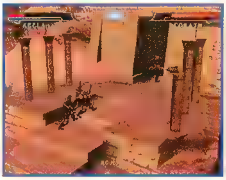
TEEN
T
Suggestive Themes
Violence
CONTENT RATED BY
ESRB

A world torn apart by evil produces nine of history's greatest heroes in Titus's Barbarian: The Age of Zaugg. Although Barbarian is a straightforward fighting game, the design team has added a number of clever touches that make the title more than the sum of its parts.

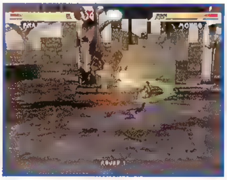
KEELA
ZORATH

POWER PLAY

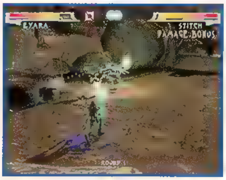
[illegible]



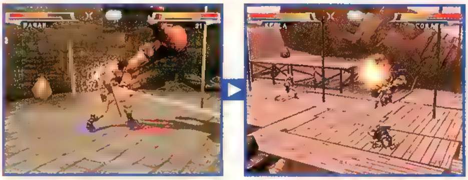
Each arena has weak spots that can be destroyed to open up new areas to explore. Always check out each new area, as you may find a useful weapon inside.



The knockdown attack is handy if you need to slow down enemies or push them off a ledge. You can also use it to finish off a weakened opponent.



Every character has a ranged weapon attack that is activated when you press the R Button. If you hold it down, the attack will do more damage.



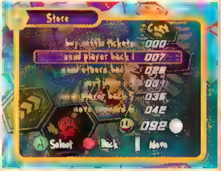
You can use almost anything as a weapon, including rocks, trees and chunks of the environment. Some levels also allow you to climb on the ceiling and swing around like a monkey. The more victories you earn, the more Skill Points you receive. You can use Skill Points to increase your fighter's attributes—they are earned in Single and Vs. Modes.

PAC-MAN FEVER

PAC-MAN
FEVER

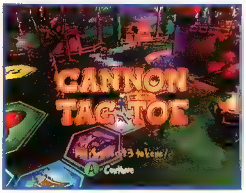
EVERYONE
E
Mild Violence
CONTENT RATED BY
ESRB

There's a party out at the old Namco place, and everyone's invited! Take control of characters from classic titles like Ridge Racer, Pac-Man and Soul Calibur as you move around a colorful game board and participate in wacky minigames.

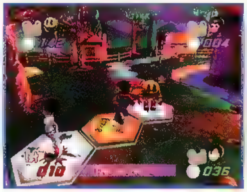


POWER PLAY

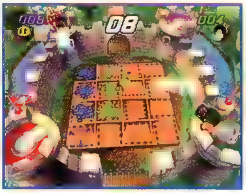
[illegible]



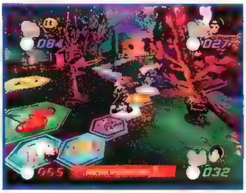
Each turn begins with all four players participating in a minigame. If you have fewer than four players, the computer will make up the difference. Computer-controlled players tend to be pretty tough, so try to find some humans.



If you move forward and someone is on your square, you'll receive an extra space—free of charge. Movement is determined by your minigame score. You'll move five spaces for a win, three for second or third and one for fourth.



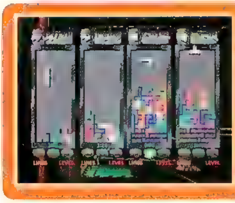
As you move through the game, you'll win raffle tickets that you can use to purchase minigames. Once you buy a minigame, you can access and play it at any time in the Challenge menu.



You'll often have a chance to steal tokens from the other players. While it's fun to keep boosting the tokens of your best friend, strategy dictates that you claim coins from the person in the lead.

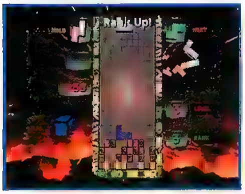
TETRIS WORLDS

Tetris is one of the most popular video games ever created, and it gets a stunning makeover in THQ's Tetris Worlds. Featuring six different Tetris games, an in-depth tutorial mode and even trivia about the game and its creator, Tetris Worlds will have you seeing blocks in your sleep.

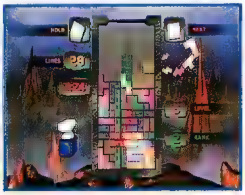


POWER PLAY

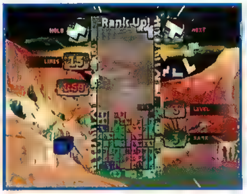
Tetris Worlds contains a fun multiplayer mode where up to four people can battle for the top puzzle prize. In Knockout Mode, you'll add Garbage Pieces to your opponent's side every time you clear multiple lines.



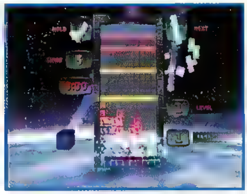
Basic Tetris strategy: Place pieces along the edges whenever possible and always look one move ahead. You can also hold a piece aside and use it later. Try to hold the long, straight piece and use it to make a Tetris.



Once you're sure that a piece is placed correctly, press either the Y Button or Up on the Control Pad to drop it into place. If you turn on the Ghost option, you can see where a piece will fit before it's dropped.

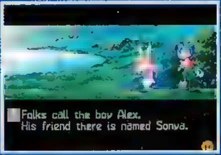


In Sticky Tetris, the object is to clear Garbage Blocks from the bottom row. Gravity is active in Sticky Tetris, so pieces fall when the space below them is empty. If you join 25 pieces of the same color, you'll get a bonus.



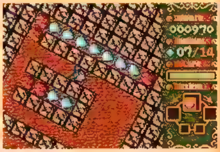
Another take on Tetris is called Hot Line. Players must compete in a Tetris arena filled with colored lines. You'll earn points only if you clear a line that covers one of the colored Hot Lines.

BOULDER DASH EX



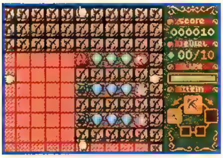
Folks call the boy Alex.
His friend there is named Sonya.

First published in 1984 on the Commodore 64, puzzler phenomenon Boulder Dash has gone on to sell over two million copies. If you are too young to remember the glory days of the Commodore, Kemco has you covered. Its new title, Boulder Dash Ex, contains caves from the original game as well as six completely new worlds, a story mode, new power-ups and treasures and even a collectible card game.

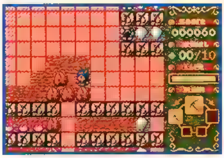


POWER PLAY

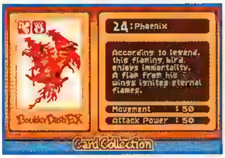
One of the biggest changes to Boulder Dash Ex is the option to rotate the map 90 degrees. Make sure that you collect everything you can before turning the map, and stand in a safe place! Boulders and other items will fall once you give the map a spin.



If you're stuck—or just need an idea about where to go next—press the Start Button and select Map Preview. Once you do, you'll be able to scroll around the entire map and look for items you might have missed.



Alex, the hero of Boulder Dash Ex, can use tools. Pickaxes, magic gloves and bombs are helpful, but also rare. Collect everything you can before using a special item—you may need it later.



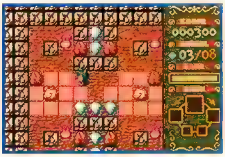
24 : Phoenix

According to legend, this flaming bird enjoys immortality. A flap from his wings ignites eternal flames.

Movement : 50

Attack Power : 50

When you finish some levels, you'll be rewarded with a collectible card. There are 40 cards in all and some are pretty handy. Monster cards, for example, will give you info about an enemy's weaknesses.



All enemies move in fairly predictable patterns. Take a few moments after entering a level to scout out the surrounding area. Once you learn a foe's movements, try to set a trap for it.

CUBIX: ROBOTS FOR EVERYONE: CLASH 'N BASH

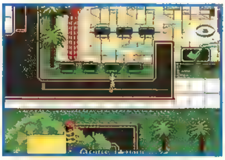
CUBIX
ROBOTS FOR EVERYONE
CLASH 'N BASH

EVERYONE
E
Mild Violence
CONTENT RATED BY ESRB

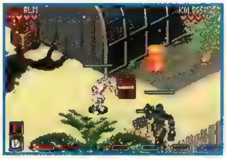
POWER PLAY

All power-up items reset when you KO an enemy. If you're about to knock out an enemy (and are not in [illegible]

The popular cartoon series "Cubix: Robots for Everyone" has arrived on the GBA. Cubix: Robots for Everyone: Clash 'n Bash pits some of your favorite animated robots against each other in a no-holds-barred battle to save Bubble Town from the evil Dr. K.



Each area contains a new robot to battle. You'll usually have to defeat it three times in a row.

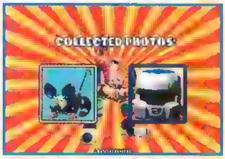


If you need some extra firepower, pick up an item with the L Button and toss it at your enemy.

The power-ups regenerate, so don't be afraid to use them often. Try to attack from a distance.

Once you've weakened your opponent, rush in and take it out with a few well-placed blows.

Some areas have environmental hazards. If you draw a foe into traffic, the cars will cause damage.

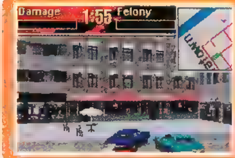


When you win a battle, you'll earn photos. You can trade the shots with friends or just hoard them.

DRIVER 2 ADVANCE

TEEN
T
Mild Violence
CONTENT RATED BY ESRB

You are the wheelman in Infogrames's latest thriller, Driver 2 Advance. Enter the seedy underworld of organized crime as you take on a wide variety of dangerous missions. Follow suspicious vehicles, run felons off the road, pick up contraband or just try to outrun the fuzz. Whatever your mission, you'll have a grand time racing around the gigantic city in a number of classy autos.



POWER PLAY

Keep a close eye on the two meters at the top of the screen. The left meter is always your car's damage, while the right one can indicate damage to another car, distance (used for tailing baddies) or how many cops are on your tail.

Damage
0:56
Felony

Power slides are essential to your success, but you must also master the tactic of the low-speed turn. You begin most missions in a random location—so feel free to reset a mission to get a better starting point.

Damage
2:34
Felony
Lincoln Park

Some levels contain multiple objectives. While you can be patient and hit the objectives one at a time, you'll earn more points for completing multiple objectives in a single run.

Damage
0:33
Felony

Don't like your car? Get a new one! Driver 2 lets you abandon your car and hoof it until a better ride comes along. You can run forever in Take a Ride Mode, but some missions force you to stick with one vehicle.

Damage
1:47
Damage

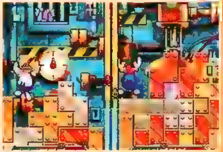
Two to four players can duke it out in Multiplayer Mode. There are a variety of games available, including Free for All, Checkpoint, Cops 'n Robbers and the blistering Crosstown Race.

EGGO MANIA
PRESS START

EVERYONE E CONTENT RATED BY ESRB

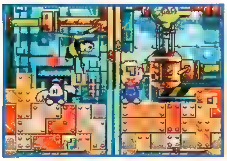
EGGO-MANIA

Another brain-tickling puzzle game makes its way to the Game Boy Advance in Kemco's Eggo-Mania. The object of the game is to build a tower and escape from water, which is threatening to flood the arena. If your tower becomes too rickety, it will collapse and turn your poor egg into a scrambled mess. Eggo-Mania is a fun, new take on an old genre and has an egg-citing multiplayer mode.

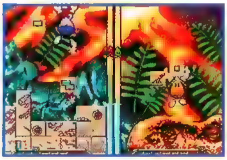


POWER PLAY

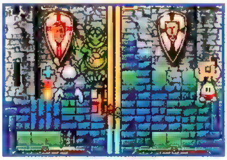
Keep a sharp eye out for the trowel icon. When played, the piece fills in up to six blank spaces below your current position. It doesn't show up very often, so watch carefully.



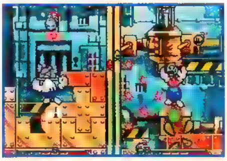
Bees and spiders will cause you grief at every turn by stealing your blocks. Other dangers include falling boulders and giant bombs. If a bomb happens to drop on your side, toss it at your opponent immediately.



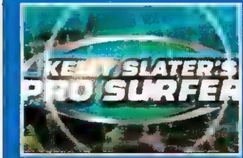
Perhaps the best special block in the game is an old boot. While it doesn't sound like much, the boot will increase your speed dramatically, allowing you to avoid bees with ease and build like the wind.



It's more important to build solid than high, especially in the early going. A single wobbly tower leg will often collapse and take your entire structure with it, forcing you to retrace your steps.



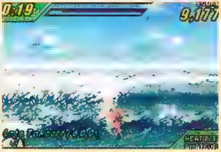
Bomb Mode, one of the many special options in the game, pits you against either a friend or the computer as blocks and bombs fall like rain. Be sure to jump out of the way if a bomb is about to explode.



EVERYONE E CONTENT RATED BY ESRB

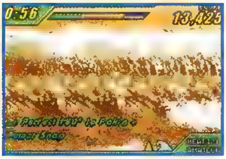
KELLY SLATER'S PRO SURFER

Hit the beach and tame the waves with some of the world's best carvers in Kelly Slater's Pro Surfer. The game boasts a wide variety of modes (including a very deep tutorial) and even a multiplayer surfing spectacular. If you've never had a chance to ride the waves—or if Mom taped over your copy of *The Endless Summer*—Kelly Slater's Pro Surfer is sure to keep you rockin' and rollin' all night long.

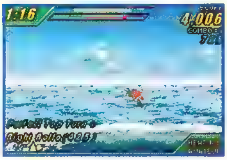


POWER PLAY

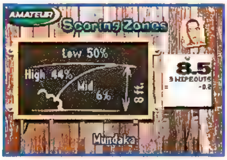
If you can maintain your balance and ride the wave's sweet spot, you'll earn a wood-paneled station wagon's worth of points. Jump right in front of the wave, land on the crest and then perform Barrel Rolls as you ride.



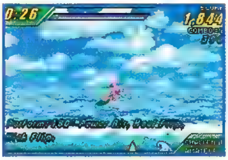
If you're looking for big points, try pulling off Power Snaps. To stick a snap, head for the bottom of the wave and press Left or Right and the R Button. Rail and Layback Snaps are also worth big points.



If a wave is about to cause a wipe-out, get out! Work up and down the wave in a steady motion to build up speed and escape. Look at the bottom-left portion of the screen to see how close the wave is.



You'll earn more points for tricks and combos that you pull off either high up on the wave or just as the wave is about to swamp your board.

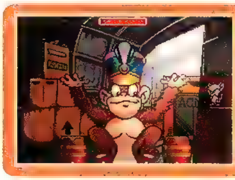


The game contains 13 different beaches and an equal number of surfboards—most of which you must unlock. Challenge Mode is a good place to practice your moves and earn points at the same time.

EVERYONE
E
CONTENT RATED BY
ESRB
Comic Mischief

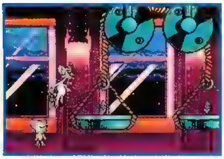
PINKY AND THE BRAIN
THE MASTER PLAN CONSPIRACY

Narf! The world's most intelligent mouse, a.k.a. The Brain, and his mindless sidekick, Pinky, are once again plotting to take over the planet—but there's a hitch. A pair of gray lab rats have stolen the Brain's plans, and it's up to the white mice to steal them back. Run, jump, swim and shoot your way through tons of crazy levels and inspired minigames on your way to total world domination.

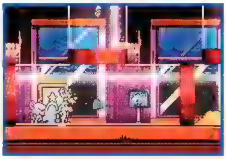


POWER PLAY

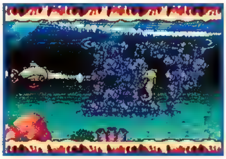
[illegible] double-jump on the boxes at the far right-hand side of the screen Once you're on top of the boxes, jump on the monkey's head. Repeat twice to best the angry ape.



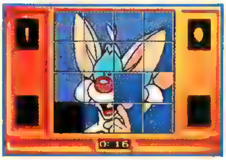
Switch between Pinky and The Brain at any time with the L Button. Pinky is often the better character, as he can jump higher than his counterpart. Hold the R Button to run and get greater distance on jumps.



If a character is taken down, find a Magic Door to bring him back. Also, look for pieces of cheese—Pinky can use cheese to break boxes, while The Brain can use cheese to inflate his head and fly.



Your submarine has unlimited ammo, so fire as many rockets as you can and don't let up. Look for 1-Ups as you traverse the ocean bottom, and watch for gun turrets on the top and bottom of the screen.



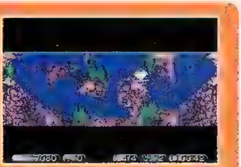
If you collect the letters P-I-N-K-Y or B-R-A-I-N in a level, you can play a puzzle-sliding minigame. Take it one row at a time, starting with the top, until you get a good idea of what the picture is supposed to be.

Sea-Monkeys
Licensed by Nintendo
©2002 Elo Interactive
©2002 Conspiracy
©2002 Creature Labs
All rights Reserved

EVERYONE
E
CONTENT RATED BY
ESRB
Comic Mischief

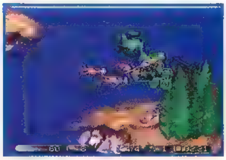
SEA-MONKEYS

Finally, Sea-Monkeys that don't require you to send off a comic book order form! Take control of the lovable lunks and guide them to peace and prosperity in a breezy, Lemmings-esque title from Conspiracy. It's more fun than a barrel of . . . ah, nevermind.

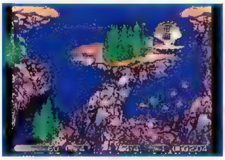


POWER PLAY

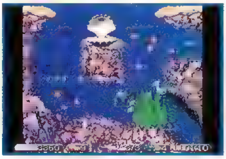
Sea-Monkeys aren't very bright, so you'll need to move slowly and keep them in sight at all times. If you're having trouble finding an item, press the L Button to bring up a map of the entire level.



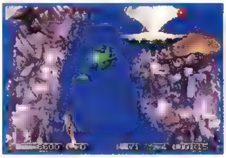
To attract Sea-Monkeys, use the Lantern Fish. They follow it wherever it goes.



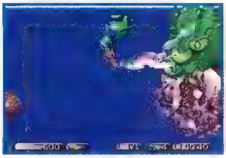
First, catch all the goldfish. Don't touch the green fish or Nautila (your craft) will be destroyed.



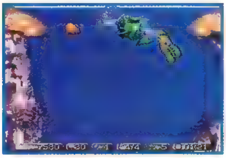
Before starting the level, move around the entire screen and scout out switches and dangerous traps.



Once you find the Venus Shell (the level's exit), place food nearby to draw in the monkeys.

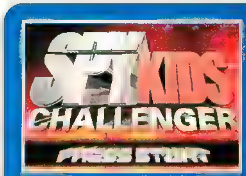


If there's one thing monkeys hate, it's a crab. Use the critter to steer your friends in the right direction.



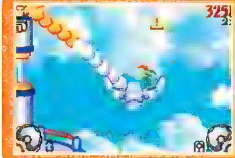
You can trap monkeys in bubbles. Once you do, clear the area of foes and push your pals to safety.

SPY KIDS: CHALLENGER



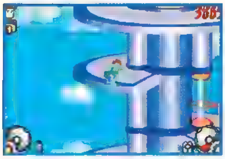
EVERYONE
E
CONTENT RATED BY ESRB

Spy Kids was the surprise movie hit of 2001, and what better way to celebrate the arrival of a sequel than with a new GBA game? Take control of the young espionage experts as you climb towers, flee from baddies, fly aircraft and pilot vehicles around a number of madcap stages. And just like in the film, you'll have access to tons of wicked gadgets like rocket packs and springy shoes.

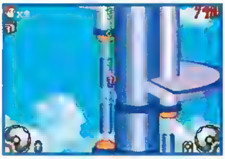


POWER PLAY

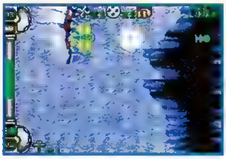
Watch for the yellow, triangular caution sign in the tower level. As soon as it appears, jump from your perch or you'll be crushed by a falling rock. Power-ups such as grappling hooks and rocket packs will make the climb easier.



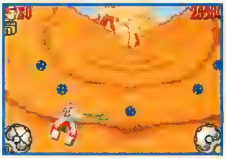
In the tower stage, jump from platform to platform by pressing the A Button and holding Up on the Control Pad. There's no time limit, so take the time to aim in the right direction—it's tough to adjust in midair.



The rocket pack sends spy kids of all stripes flying up the tower. Press Up when the pack gives out, or you might not grab the platform. Stay near the middle of the tower for best results.



The Dragonfly level is a top-down, side-scrolling shooter. Tap the B Button to fire missiles, and the R Button to use your special weapon. If you're in trouble, press the A Button to fly out of harm's way.



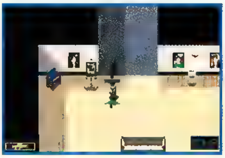
In one level, you fly on a gigantic magnet while trying to avoid spiked balls. Press the L and R Buttons to fling a mace to either side of your craft and destroy the balls. Look for power-ups on the sides of the cliff.

THE SUM OF ALL FEARS

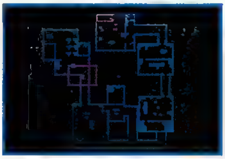
THE SUM OF ALL FEARS

TEEN
T
Violence
Blood
CONTENT RATED BY ESRB

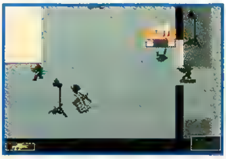
Straight from the Tom Clancy film (and the book on which it's based) comes The Sum of All Fears, a tight, well-made title developed by Red Storm—the same team that made Rainbow Six for the N64 and Rainbow Six: Rogue Spear for the GBA. As Jack Ryan, you must assemble a crack team of commandos, enter a variety of areas, and foil a diabolical terrorist plot.



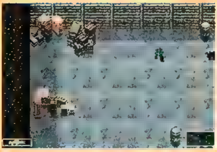
The strafe mode is your friend. Hold the L Button and Left on the Control Pad to sweep a room.



The map shows enemies as red dots and friendlies as green dots. It also shows exits and safe zones.

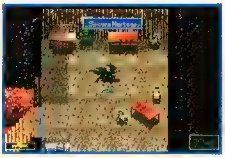


Auto-aiming is tricky, but it lets you peek around corners and hit foes that might otherwise be hidden.

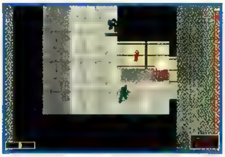


POWER PLAY

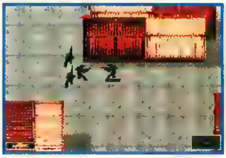
To auto-aim, hold L and press B. It's a great way to explore the area ahead of you and also take out baddies. Be careful—if you don't hold the L Button, you'll reload unintentionally and waste valuable ammo.



Take rescued hostages to the safe zone marked on the map. They follow you around, so be extra wary.



Flash Grenades stun enemies and hostages alike, but they do no permanent damage.



Your team members are hardened warriors. Let them help out instead of just blasting everything yourself.

ZERO IN ON THE MOST
IN-YOUR-FACE
MEGA-MAN GAME EVER!
MEGAMAN ZERO
CAPCOM
GAME BOY ADVANCE
MEGAMAN ZERO™
EVERYONE
E
CONTENT RATED BY
ESRB
Violence
CAPCOM
capcom.com
GAME BOY ADVANCE

Join Mega Man's pal Zero – reploid from the Mega Man X series – in his first action adventure for the GameBoy® Advance video game system. The mission: conquer your adversaries and help an exiled scientist discover the source of a new reploid energy. Fail and risk ultimate defeat. Are you ready to face the most challenging Mega Man game yet?

[illegible]

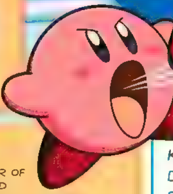
Episode 2: A Blockbuster Battle

Kirby Right Back at Ya!

THE NEW KIRBY TV SHOW WILL DEBUT ON FOX NETWORK'S NEW FOX BOX SATURDAY MORNING, SEPT. 14. CHECK IT OUT!

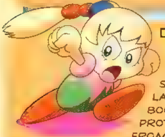
KIRBY'S STRANDED IN CAPPY TOWN, THANKS TO KING DEDEDE'S BAD INTENTIONS AND GOOD AIM. WHILE KIRBY'S PALS, TIFF AND TUFF, TRY TO FIND A PLACE FOR KIRBY TO STAY, KING DEDEDE AND ESCARGOON TRY TO FIGURE OUT A WAY TO MAKE KIRBY LEAVE!

Kirby



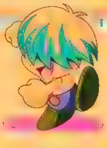
THE WARPSTAR KNIGHT-IN-TRAINING ACCIDENTALLY ENDS UP AS THE PINK PROTECTOR OF CAPPY TOWN. THOUGH HE SEEMS HARMLESS, KIRBY HAS THE AMAZING ABILITY TO BLOW AWAY THE COMPETITION BY INHALING HIS ENEMIES' ATTACKS AND SENDING THEM RIGHT BACK AT 'EM.

Tiff



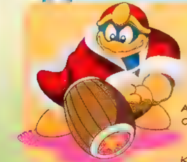
THE DAUGHTER OF SIR EBRUM AND LADY LIKE IS KIRBY'S BIGGEST BOOSTER SHE TRIES HER BEST TO PROTECT AND DEFEND HER PINK PAL FROM THE MONTERS UNLEASHED BY KING DEDEDE BUT SHE DOES GET FRUSTRATED WITH KIRBY'S BAD HABIT OF INHALING EVERYTHING IN SIGHT.

Tuff



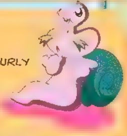
AS HIS NAME IMPLIES, TIFF'S YOUNGER BROTHER IS ALWAYS UP FOR AN ADVENTURE, THOUGH KING DEDEDE AND HIS MONSTER MINIONS DO THEIR BEST TO PUT HIM DOWN HE'S ALMOST AS FAST AND FEISTY AS HIS SISTER

King Dedede



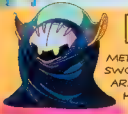
THE ROWDY RULER OF DREAM LAND IS A BIG-MOUTHED BUFFOON WITH A KING-SIZED PROBLEM AND PINT-SIZED BRAIN. AS FAR AS HIS SUBJECTS ARE CONCERNED, DEDEDE'S A ZERO AND KIRBY'S A HERO. SO THE BAD GUY'S GOAL IS TO GET RID OF KIRBY--FOR GOOD!

Escargoon



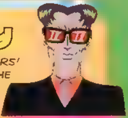
THIS SNARLY SNAIL IS KING DEDEDE'S SURLY SIDEKICK HE TAKES ALMOST AS MUCH ABUSE AS HE DISHES OUT HE'S INSULTED AND INSULTING, A RARE COMBINATION OF SELFISHNESS, PETTINESS AND SURLINESS THAT ONE RARELY SEES IN HENCHMEN ANY MORE

Meta Knight



META KNIGHT IS THE SPHERICAL SWORDSMAN WHO'S SHEATHED IN ARMOR AND CLOAKED IN MYSTERY. IS HE FRIEND OR FOE? IT'S HARD TO SAY, BUT META KNIGHT KNOWS MORE THAN HE'S SAYING...AND HIS CONNECTION TO KIRBY HOLDS THE KEY TO THE RIDDLE OF NIGHT MARE ENTERPRISES

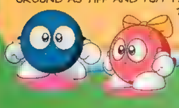
N.M.E. Sales Guy

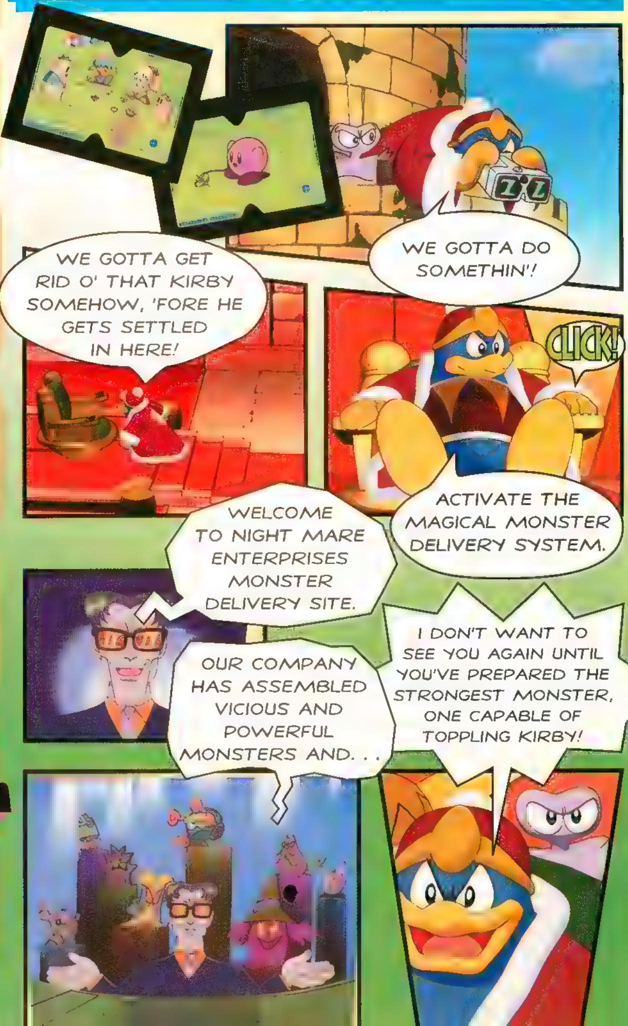


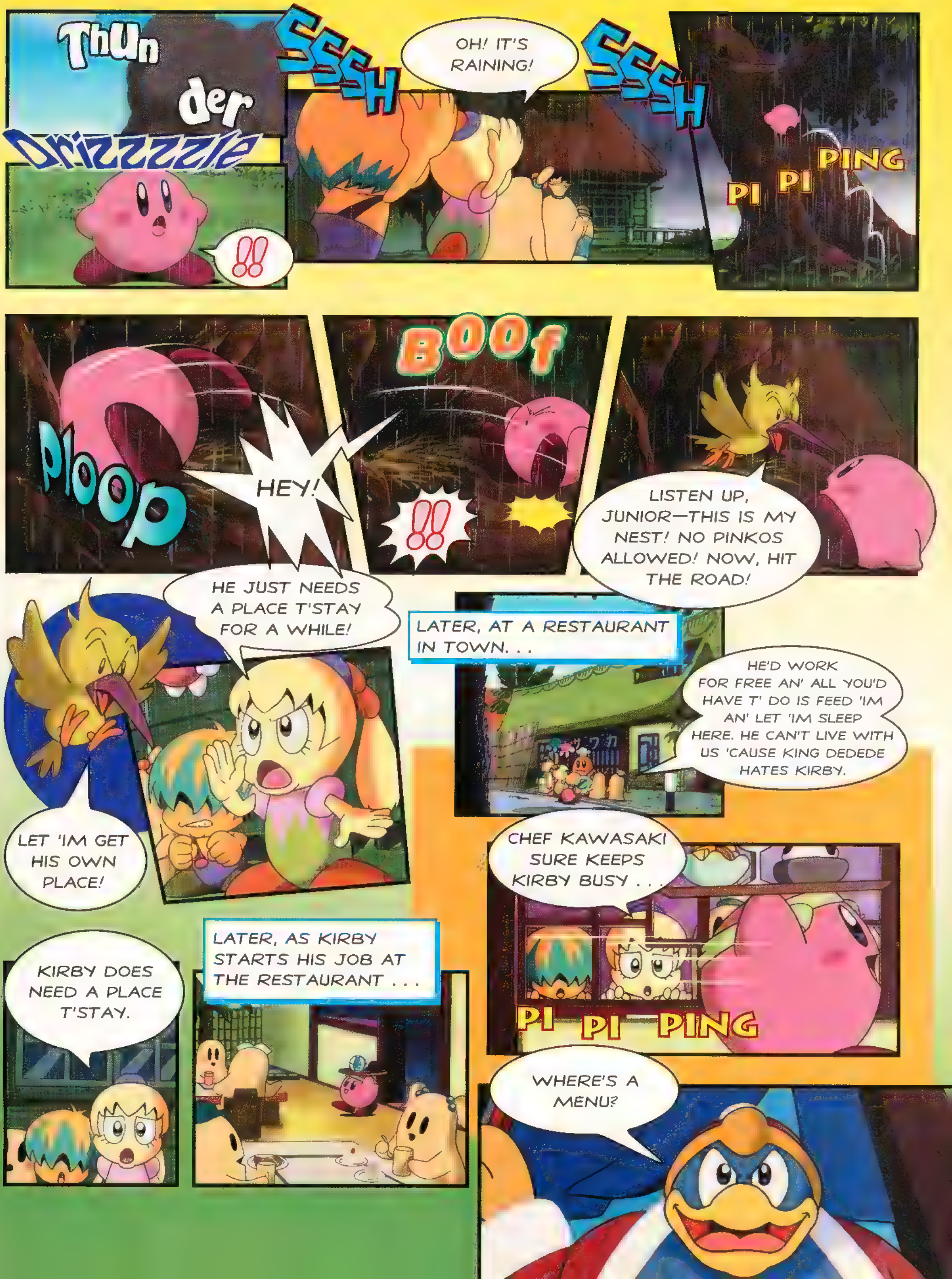
YOU WANT MONSTERS? HE'S GOT MONSTERS! A SUPER-SLICK SALESMAN, THIS MAN IN THE MONITOR WEARS SHADES 24/7...MAYBE TO HIDE HIS EVIL INTENTIONS. KING DEDEDE IS HIS #1 CHUMP...I MEAN, CUSTOMER

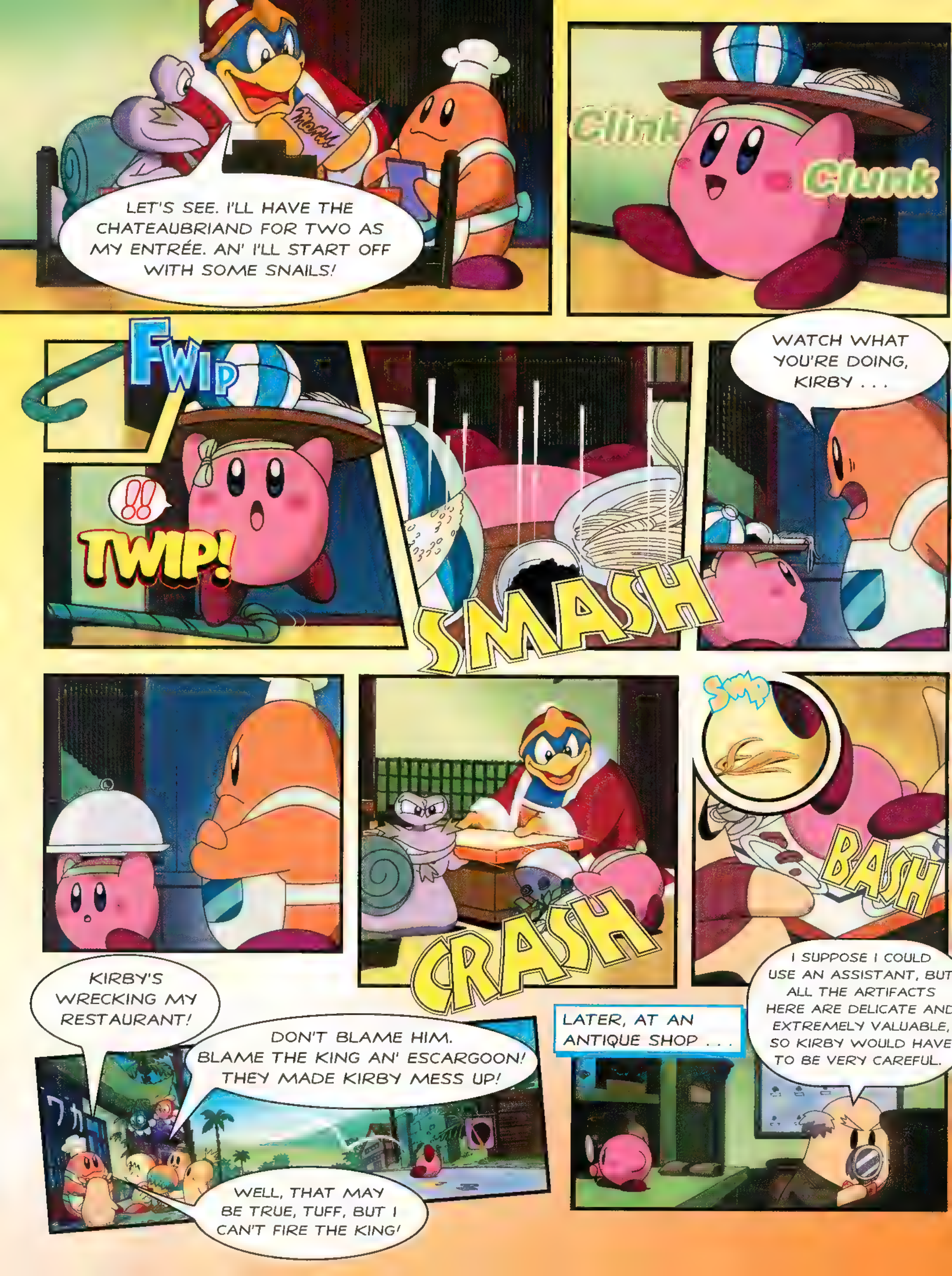
FoLolo & FaLala

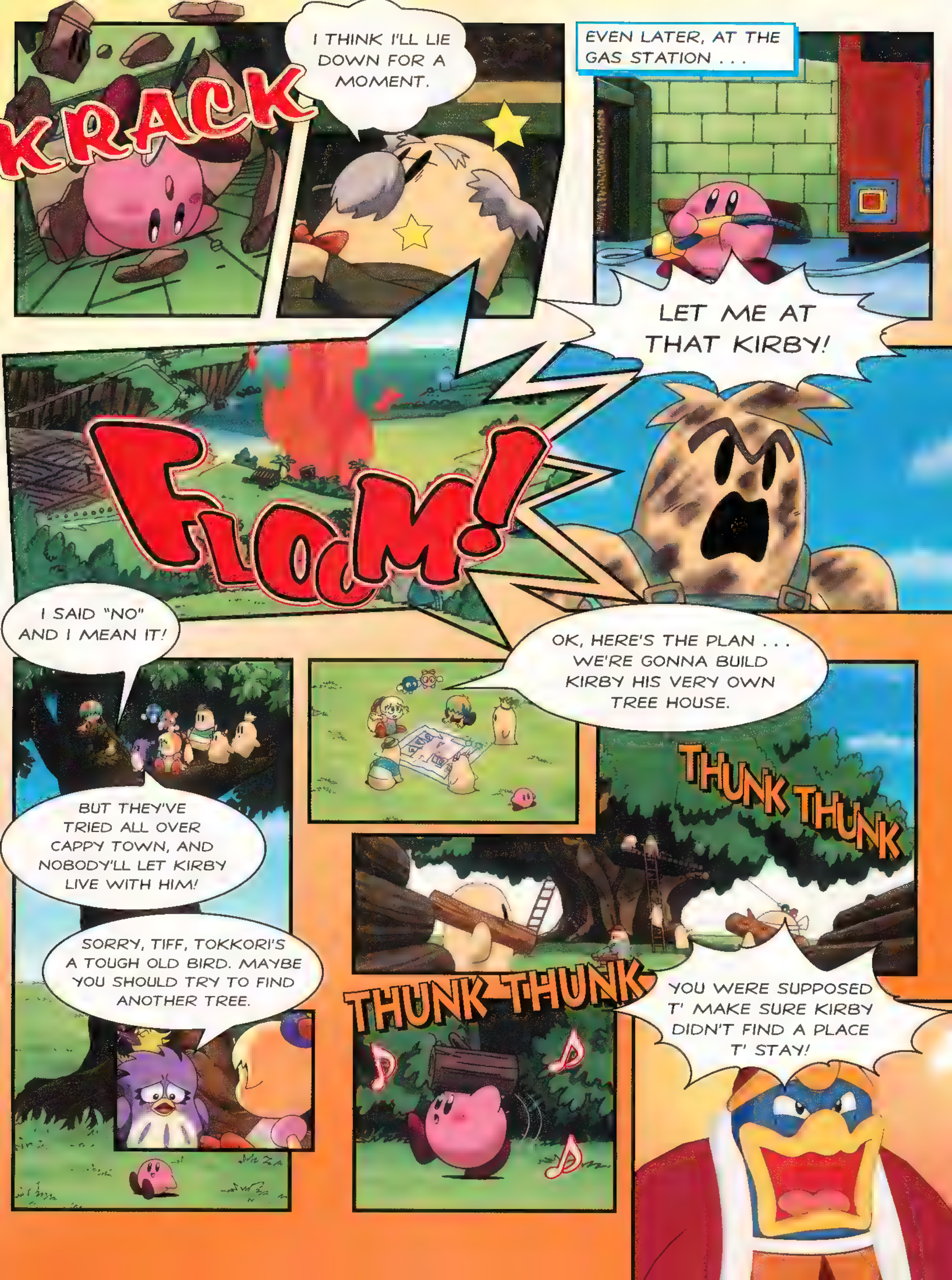
THESE BUSY BODYGUARDS BUZZ AROUND IN THE BACKGROUND AS TIFF AND TUFF FIGHT TO KEEP KIRBY SAFE. THEY'RE QUITE THE PAIR--YA' CAN'T HAVE ONE WITHOUT THE OTHER.

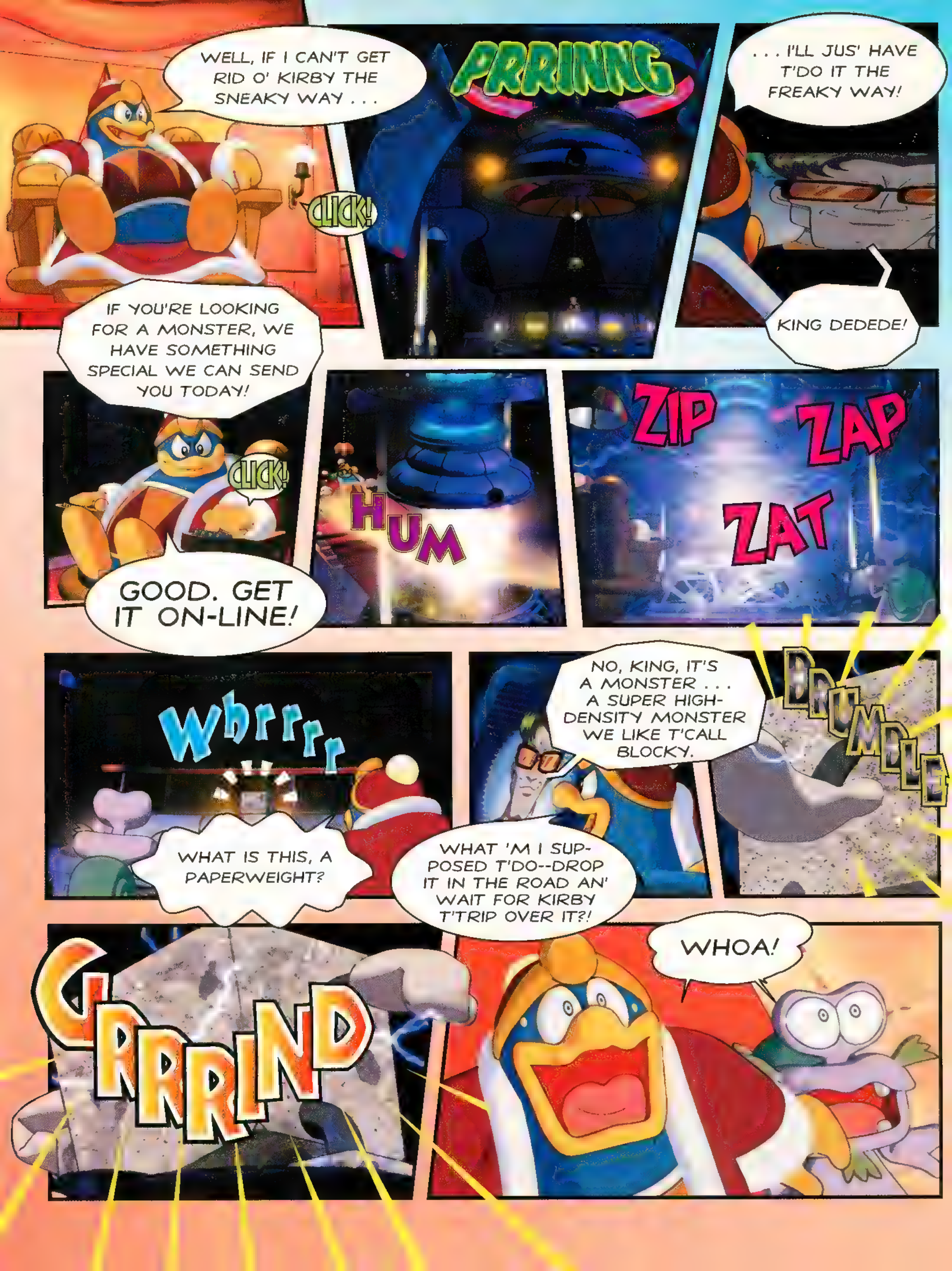


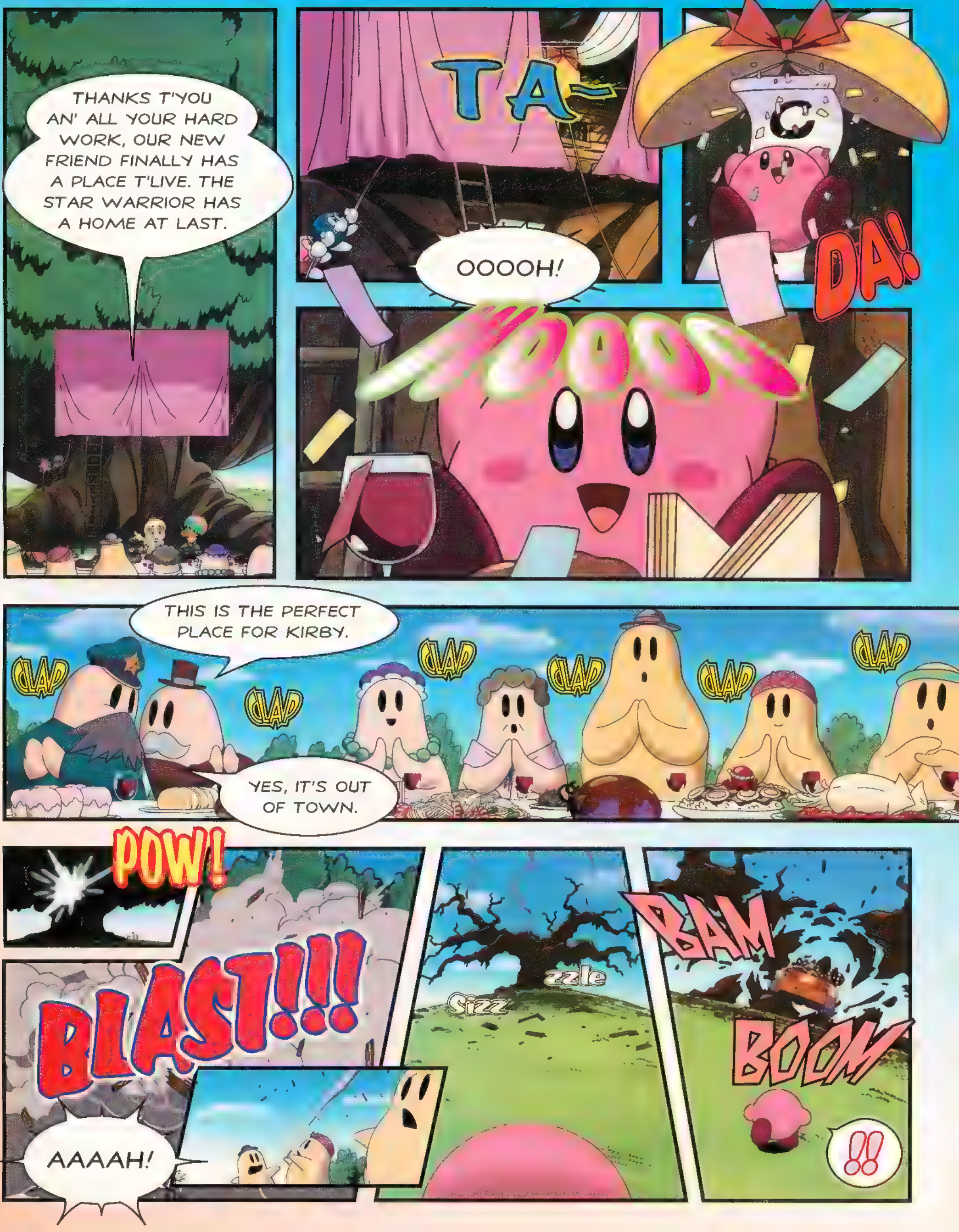

WE GOTTA GET RID O' THAT KIRBY SOMEHOW, 'FORE HE GETS SETTLED IN HERE!
WE GOTTA DO SOMETHIN'!
CLICK!
WELCOME TO NIGHT MARE ENTERPRISES MONSTER DELIVERY SITE.
ACTIVATE THE MAGICAL MONSTER DELIVERY SYSTEM.
OUR COMPANY HAS ASSEMBLED VICIOUS AND POWERFUL MONSTERS AND. . .
I DON'T WANT TO SEE YOU AGAIN UNTIL YOU'VE PREPARED THE STRONGEST MONSTER, ONE CAPABLE OF TOPPLING KIRBY!

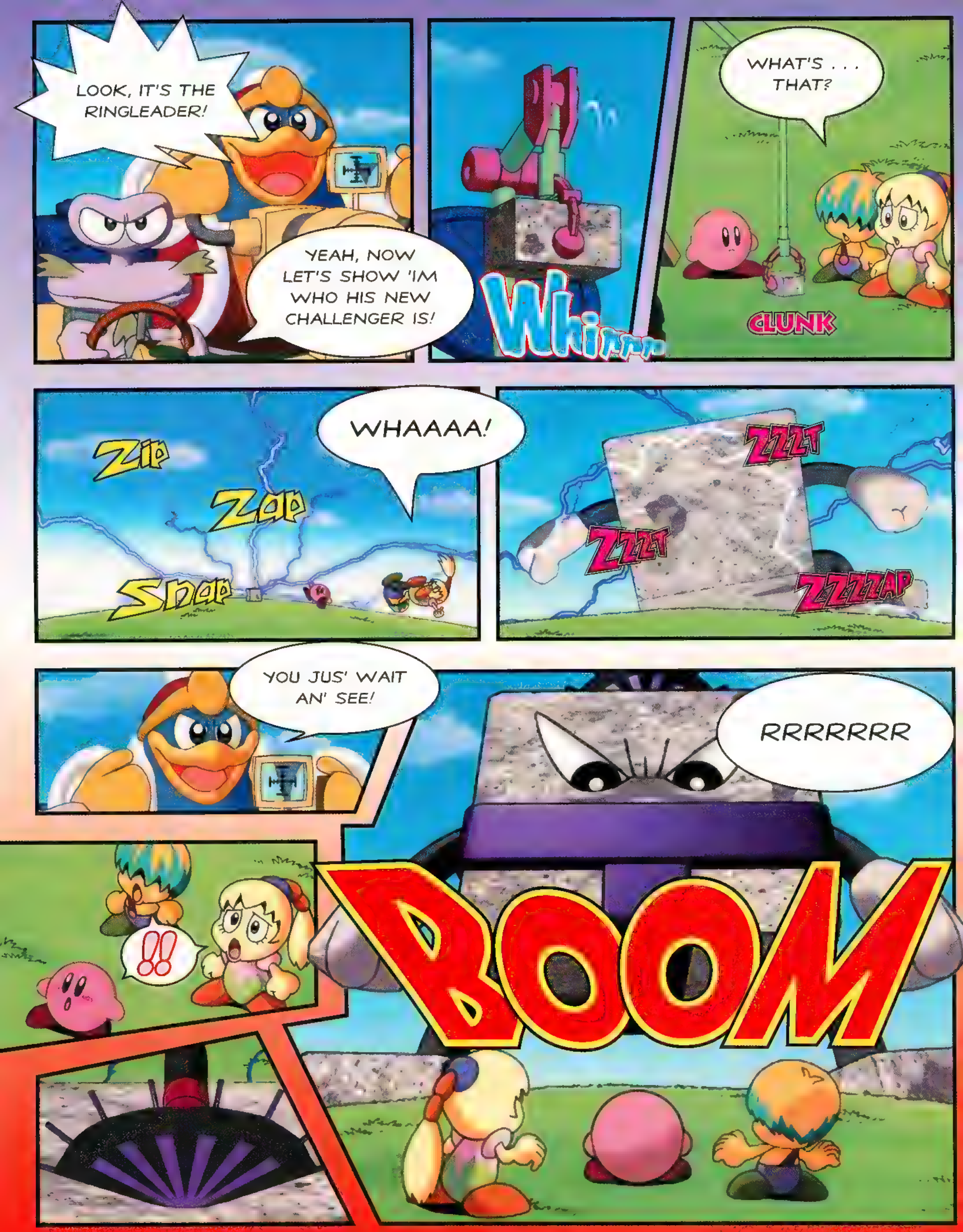

Thun der Drizzzzzle
!!
SSSH
OH! IT'S RAINING!
SSSH
PI PI PING
ploop
HEY!
BOOf
!!
LISTEN UP, JUNIOR—THIS IS MY NEST! NO PINKOS ALLOWED! NOW, HIT THE ROAD!
HE JUST NEEDS A PLACE T'STAY FOR A WHILE!
LET 'IM GET HIS OWN PLACE!
LATER, AT A RESTAURANT IN TOWN. . .
HE'D WORK FOR FREE AN' ALL YOU'D HAVE T' DO IS FEED 'IM AN' LET 'IM SLEEP HERE. HE CAN'T LIVE WITH US 'CAUSE KING DEDEDE HATES KIRBY.
KIRBY DOES NEED A PLACE T'STAY.
LATER, AS KIRBY STARTS HIS JOB AT THE RESTAURANT . . .
CHEF KAWASAKI SURE KEEPS KIRBY BUSY . . .
PI PI PING
WHERE'S A MENU?


MENU
LET'S SEE. I'LL HAVE THE CHATEAUBRIAND FOR TWO AS MY ENTRÉE. AN' I'LL START OFF WITH SOME SNAILS!
Clink
Clunk
FWIP
!!
TWIP!
SMASH
WATCH WHAT YOU'RE DOING, KIRBY . . .
CRASH
Swp
BASH
KIRBY'S WRECKING MY RESTAURANT!
DON'T BLAME HIM. BLAME THE KING AN' ESCARGOON! THEY MADE KIRBY MESS UP!
WELL, THAT MAY BE TRUE, TUFF, BUT I CAN'T FIRE THE KING!
LATER, AT AN ANTIQUE SHOP . . .
I SUPPOSE I COULD USE AN ASSISTANT, BUT ALL THE ARTIFACTS HERE ARE DELICATE AND EXTREMELY VALUABLE, SO KIRBY WOULD HAVE TO BE VERY CAREFUL.

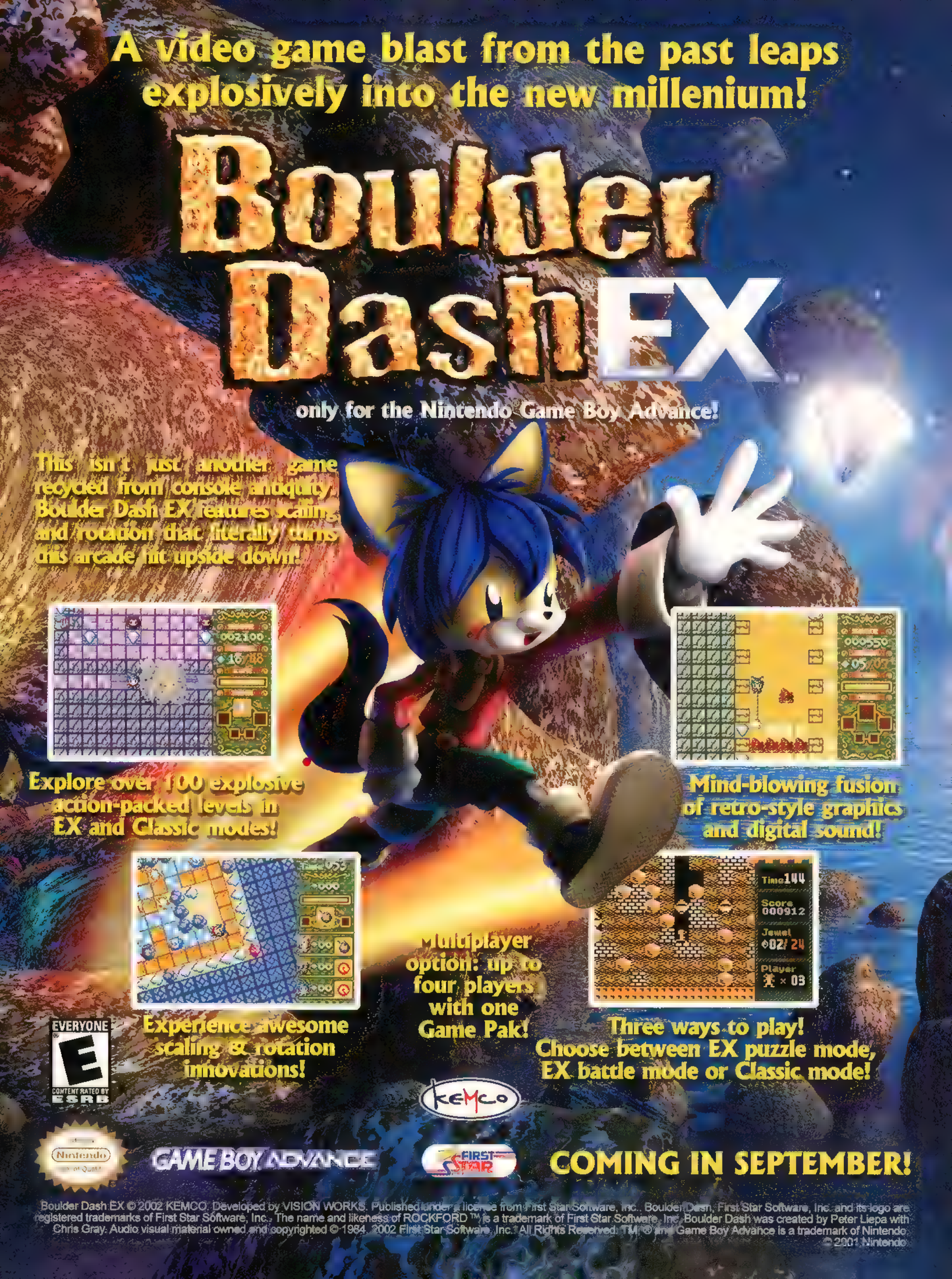

KRACK
I THINK I'LL LIE DOWN FOR A MOMENT.
EVEN LATER, AT THE GAS STATION . . .
LET ME AT THAT KIRBY!
FLOOM!
I SAID "NO" AND I MEAN IT!
BUT THEY'VE TRIED ALL OVER CAPPY TOWN, AND NOBODY'LL LET KIRBY LIVE WITH HIM!
SORRY, TIFF, TOKKORI'S A TOUGH OLD BIRD. MAYBE YOU SHOULD TRY TO FIND ANOTHER TREE.
OK, HERE'S THE PLAN . . . WE'RE GONNA BUILD KIRBY HIS VERY OWN TREE HOUSE.
THUNK THUNK
THUNK THUNK
YOU WERE SUPPOSED T' MAKE SURE KIRBY DIDN'T FIND A PLACE T' STAY!


WELL, IF I CAN'T GET RID O' KIRBY THE SNEAKY WAY . . .
CLICK!
PRRINNG
. . . I'LL JUS' HAVE T'DO IT THE FREAKY WAY!
KING DEDEDE!
IF YOU'RE LOOKING FOR A MONSTER, WE HAVE SOMETHING SPECIAL WE CAN SEND YOU TODAY!
CLICK!
GOOD. GET IT ON-LINE!
HUM
ZIP
ZAP
ZAT
Whrrrr
WHAT IS THIS, A PAPERWEIGHT?
WHAT 'M I SUPPOSED T'DO--DROP IT IN THE ROAD AN' WAIT FOR KIRBY T'TRIP OVER IT?!
NO, KING, IT'S A MONSTER . . . A SUPER HIGH-DENSITY MONSTER WE LIKE T'CALL BLOCKY.
BRUMBLE
GRRRIND
WHOA!


THANKS T'YOU AN' ALL YOUR HARD WORK, OUR NEW FRIEND FINALLY HAS A PLACE T'LIVE. THE STAR WARRIOR HAS A HOME AT LAST.
TA-
C
DA!
OOOOH!
THIS IS THE PERFECT PLACE FOR KIRBY.
CLAP
CLAP
CLAP
CLAP
CLAP
CLAP
YES, IT'S OUT OF TOWN.
POW!
BLAST!!!
AAAAH!
Sizz
zzle
BAM
BOOM
!!


LOOK, IT'S THE RINGLEADER!
YEAH, NOW LET'S SHOW 'IM WHO HIS NEW CHALLENGER IS!
Whirrrr
WHAT'S . . . THAT?
CLUNK
WHAAAA!
Zip
Zap
Snap
ZZZZT
ZZZZT
ZZZZZAP
YOU JUS' WAIT AN' SEE!
RRRRRRR
!!
BOOM

To be continued . . .



A video game blast from the past leaps explosively into the new millenium!

Boulder Dash EX

only for the Nintendo Game Boy Advance!

This isn't just another game recycled from console antiquity. Boulder Dash EX features scaling and rotation that literally turns this arcade hit upside down!

Explore over 100 explosive action-packed levels in EX and Classic modes!

Mind-blowing fusion of retro-style graphics and digital sound!

Experience awesome scaling & rotation innovations!

Multiplayer option: up to four players with one Game Pak!

Three ways to play! Choose between EX puzzle mode, EX battle mode or Classic mode!

002100
16/48
000550
05/07
Time 059
Time 144
Score 000912
Jewel 02/24
Player × 03
EVERYONE
E
CONTENT RATED BY ESRB
KEMCO
Nintendo
GAME BOY ADVANCE
FIRST STAR

COMING IN SEPTEMBER!

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NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES **SEPTEMBER 2002**

★★★★★ EXCELLENT ★★★★ GREAT ★★★ GOOD ★★ SO-SO ★ POOR

SUPER MARIO SUNSHINE

Mario shines brighter than the sun in a red-hot, new adventure.

While most vacations gone awry spell disaster, Mario's gooped-up getaway is nothing but fun. Taking the action of Super Mario 64 to new, radiant heights, Super Mario Sunshine glows with the classic hop-and-bop, wham-bam adventuring of Mario's previous 3-D adventure while deftly incorporating ambitious game play elements. In true Mario style, you'll be able to perform familiar acrobatics to collect coins and 120 Shines, but the big game isn't the usual princess-rescuing adventure. Set on an all-new island inhabited by all-new creatures, Super Mario Sunshine sends the plumber to eight worlds with a brand-new mission: to clear up slimy pollution as well as his good name. New game play mechanics introduce hydropower as a means of fighting and traveling. Nozzle power-ups enable you to shoot, hover and perform other splashy moves. Mario will also try his hand at firing missiles aboard a rollercoaster, walking on tightropes, surfing Wave Race-style on the backs of squids and—for the first time in a 3-D game—riding Yoshi! Regardless of what Mario's doing, the play control feels natural. The perfectly tuned controls are particularly handy for the difficult obstacle course side challenges, which are loaded with flip-flopping floors, disappearing walkways and other old-school thrills updated in 3-D. Superb graphics, excellent music, clever layouts, funny cinema scenes and ingenious puzzles are among the many bright spots in a sunny mix of beloved Marioesque fun fired up with new, standard-setting twists and tried-and-true game play.

COMMENTS: **Alan**—A perfect video game stew—part quest, part collection, part platformer. **Jenni**—There are dozens of ways to complete the tasks. You have so much choice. It's exhilarating. **George**—The best Mario adventure to date.

NINTENDO GAMECUBE
SUPER MARIO SUNSHINE
EVERYONE
E

- Nintendo 7
- 1 player

ALAN	★★★★★
CHRIS	★★★★★
GEORGE	★★★★★
JASON	★★★★★
JENNI	★★★★★

EVERYONE E CONTENT RATED BY ESRB

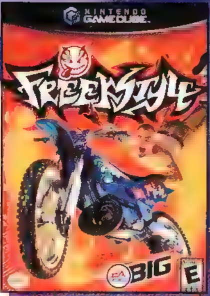
Comic Mischief

FREEKSTYLE

Motocross gets a freeky tweak in a freestyle free-for-all.

Electronic Arts' specialty label, EA Sports Big, is big on larger-than-life sports games stuffed with exaggerated stunts and combo-crunching chaos. Home to tricked-out GCN games such as SSX Tricky and NBA Street, EA Sports Big has tweaked yet another sport to the extreme—freestyle motocross. In Freekstyle, the cycles catch monster hang time like NBA Street's ballers, and the riders bust out jaw-dropping stunts that rival those of SSX Tricky.

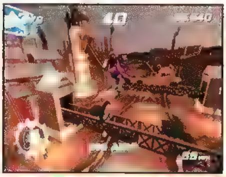
Freekstyle plays like SSX Tricky on wheels, and its combo system is just as well oiled. By tapping out rapid-fire button combinations, you can bust out cool stunts like the McMetz and Mulisha Air as well as over 100 other outrageous tricks. The game rolls out eight real-life motocross personalities, including Mike Metzger, Brian Deegan and the Flyn' Hawaiian, and every rider has a trick book crammed with 50 stunts. You can pull off high-flyin' feats in Circuit, Single Race, Freestyle and Freeride Modes, which are set in nine venues stocked with detours, moving obstacles and plenty of glass barricades to shatter. Unlike SSX Tricky, you can't catch air at will, so you pretty much have to rely exclusively on ramps for launchpads. Stunts earn you speed boosts, and with enough successful stuntwork you'll be able to "Freek Out" and perform an insane trick. Like the stunts, the sound and graphics are slick (the fire effects are excellent), and the polished presentation is perfect for fans of SSX Tricky and other mad, mondo stunt games.



- EA Sports Big 3
- 1 to 2 players simultaneously
- 9 tracks

CHRIS ★★★½
GEORGE ★★★★★
JASON ★★★★
JESSICA ★★★★
SCOTT ★★★★½

EVERYONE E CONTENT RATED BY ESRB
Comic Mischief
Mild Language



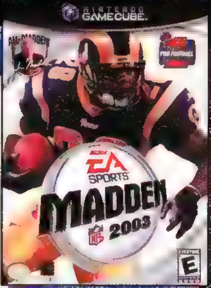
COMMENTS: George—It's got great characters, amazing track design and an overall style that really pumps up the excitement level. Jason—The daredevilry is like SSX Tricky's, but you don't quite get the same feeling of freedom. Scott—Freekstyle is simply a blast.

MADDEN NFL 2003

EA Sports continues to perfect its superior football sim.

Like the perfect pass, the Madden NFL series is always well received, and it's been hailed by sim fans for its authentic touches, realistic presentation, jaw-dropping graphics, crafty AI and seamless commentary. Last year, Madden NFL 2002 boasted top-notch graphics and action, and this season EA Sports has managed to improve the game even more. The mile-deep game play scrapes up more detailed features to please armchair quarterbacks, including 30 years of Franchise Mode play, tuned-up passing, an enhanced running game, improved pass coverage and receiver routes and other plays that you can customize in Create-a-Playbook. On the audio side, the Monday Night Football team of John Madden, Al Michaels and sideline reporter Melissa Stark provide spot-on commentary, while Andrew W. K. and other rockers bring the noise.

The most notable addition to the 2003 game is Mini-Camp, a series of over 60 practice drills and Game Situations you can play to earn trophies and collectible Madden Cards. The fun drills include throwing passes through rings and clutch kicking in a timed challenge. For more action, gamers who've played EA Sports' NCAA Football 2003 will be able to load their Memory Card data into Madden NFL 2003 and draft college players. Saved data from NCAA Football 2003 (as well as Memory Card data from EA's upcoming NASCAR Thunder 2003) can also unlock special Madden Cards.



- EA Sports 3
- 1 to 4 players simultaneously

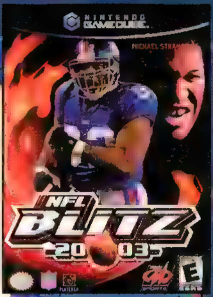
ALAN ★★★★
CHRIS ★★★★
GEORGE ★★★★
JASON ★★★★½
SCOTT ★★★★½

EVERYONE E CONTENT RATED BY ESRB

COMMENTS: Alan—They've adjusted the AI so opposing wide receivers can't cut behind you and bust out 70-yard touchdowns every other series. Scott—The AI of opponents seems to learn your patterns, so you have to call new plays or risk ruin. George—The Madden games are closing in on perfection.

NFL BLITZ 20-03

Get blitzed with another season of fast and fierce football.



- Midway 17
- 1 to 4 players simultaneously

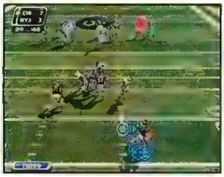
ALAN ★★★
CHRIS ★★★½
GEORGE ★★★
JASON ★★★½
SCOTT ★★★★

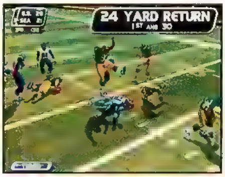
EVERYONE E Violence
CONTENT RATED BY ESRB

When Midway gave the GCN its first taste of NFL Blitz last March, the debut marked a big change in the bone-breaking series of guerilla gridiron games. Blitz's rep for arcade aggression was meaner than ever in 20-02, but the game copped a new attitude by replacing the pumped-up graphics with a more realistic look.

Less than half a year later, Midway is returning to the field with the 20-03 season of Blitz, but this time around the changes are minimal. The new look is back, and the varied animation makes the over-the-top sacks, flips and dives look as real (and as painful) as possible. As in NFL Blitz 20-02, the new version allows players to tackle eight-on-eight competition in four modes of football fury: Quickplay, Exhibition, Season and Tournament. Gamers can play for any NFL team, and they'll have each club's unique playbook at their disposal.

Midway has updated the rosters for the new season, but what really sets the game apart from the previous Blitz is the all-new Create-a-Player feature. For the first time in Blitz history, gamers can mix and match heads, bodies and clothing to assemble a personalized athlete. The mode offers 44 characters to customize, including over 20 fantasy players, such as the hot dog, robot and zombie. By winning games, you can earn attribute points to enhance your custom player's abilities. It's a fun, new feature, but aside from that and the updated rosters, NFL Blitz 20-03 covers much of the same adrenaline-soaked turf as the 20-02 version.





COMMENTS: **George**—As ever, NFL Blitz 20-03 is extreme football action at its best, but it has few, if any, improvements over the 20-02 edition. **Alan**—If you haven't yet experienced Blitz, 20-03 would be a great place to start.

MLB SLUGFEST 20-03

Take 'em out at the ball game.

NINTENDO GAMECUBE
ALEX RODRIGUEZ
MLB SLUGFEST 20-03
E

- Midway 9
- 1 to 4 players simultaneously

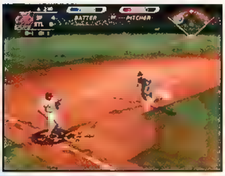
ALAN ★★★★½
CHRIS ★★★½
GEORGE ★★★½
JASON ★★★½
SCOTT ★★★★

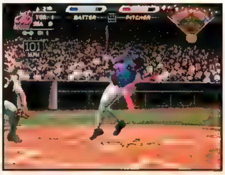
EVERYONE E Comic Mischief Violence
CONTENT RATED BY ESRB

Midway has already given football, hockey and soccer a jolt of arcade aggression with its Blitz, Hitz and RedCard games, and now it's baseball's turn to step up to the plate. In MLB Slugfest 20-03, Midway throws a curve by adrenalizing America's pastime with Turbo Meters, rage-fueled "On-Fire" hot streaks, fantasy characters and a revved-up batter/pitcher interface that guarantees fast action. All 30 MLB teams are in the game, and the players pull off wall-smacking catches, crazy dives and other extreme moves depicted by more than 1,500 over-the-top animations.

What drives the game home is Midway's trademark On-Fire players. In Slugfest, a beanball has a chance of enraging the batter, who may ignite with anger and rush the mound. Players who are On-Fire will have a limitless supply of performance-enhancing Turbo power, and they'll stay hot until they're called out while running the bases.

Ump-defying moves are a big highlight of the fast-playing game, and Slugfest makes baseball a contact sport. Base runners can perform sliding leg sweeps to take out fielders or stiff-arm players to clear a path home. Batters can launch into Power Swings, and fielders can unleash Hard Tags to drain a runner's Turbo. When you get right down to it, Midway's playing hardball, and the jacked-up action mixed with authentic MLB features makes the sport as unpredictable as a wild pitch.





COMMENTS: **Chris**—Be prepared for a steep learning curve in how to bat and how to field. **Scott**—Midway's rough-and-tumble arcade nod to hardball is fun to play, even if it isn't very realistic. **Alan**—The play-by-play is really funny, and I think the rest of the game is a riot. Awesome title. Tons of fun.

BIG AIR FREESTYLE

Infogrames busts out big air, big tricks and big fun for motocross.

NINTENDO GAMECUBE
BIG AIR
Freestyle
2 PLAYER
GODZILLA
DEMO

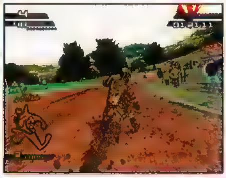
Big Air Freestyle is a bit more grounded in reality than fellow motocross stunt game Freekstyle, but Infogrames' two-wheeler rolls out enough insane tricks and racing fun to make your helmet spin. Available exclusively on GCN, Big Air Freestyle offers over 20 pro riders and over 20 supercross and motocross tracks. Scored with the music of 311, MxPx and other punk-pop bands, the game keeps things rockin' with responsive controls and user-friendly combos. You can pull off over three dozen stunts, including barrel rolls and can-cans, and you can perform them as you catch air over shark tanks, exploding barrels and other interactive obstacles.

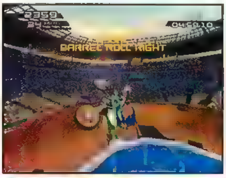
Big Air Freestyle feels like a realistic ride (more like Excitebike 64 and Jeremy McGrath Supercross World than SSX Tricky-influenced Freekstyle), but it features arcade-flavored game play, including 36 objective-based activities—such as busting out a superman in 15 seconds—in the very fun Challenge Mode. Big Air Freestyle also features Race Mode, Freestyle Mode and a two-player Multiplayer Mode. Whether you're racing for the Championship in Moscow or freestyling on Volcano Island, the game tears up the tracks with fast, smooth animation and cool graphical flourishes, such as your bike kicking up water and mud droplets onto the screen. The action gets down-and-dirty, and fans of fierce racing and tricked-out cycling will want to take Big Air Freestyle for a ride.

- Infogrames 5
- 1 to 4 players simultaneously
- Over 20 tracks

ALAN	★★★★
CHRIS	★★½
GEORGE	★★★½
JENNI	★★★
SCOTT	★★★½

TEEN
Mild Violence
Mild Lyrics



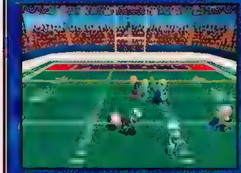


COMMENTS: **Chris**—While this may be the best realistic motorbike game on the market, the tricks are too plain. **George**—The races are well-tuned. **Scott**—The bonus Godzilla: Destroy All Monsters Melee playable demo is an extra treat. **Jenni**—I like the idea of jumping a shark like Fonzie.

BACKYARD FOOTBALL

- Infogrames 7
- 1 to 4 players simultaneously
- 4 modes

EVERYONE



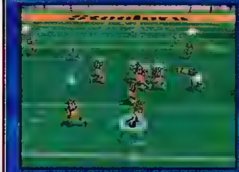
The popular Backyard series of sports games for younger players debuts on GCN with a fun football game. Junior versions of real NFL players play alongside a cast of neighborhood kids in cool settings. Various characters play better with certain kids, so building a team that gets along is important in the game. The peppy game exudes plenty of personality, and young fans will love the smart game play, cheery graphics, funny commentary, editable players and strategic action.

ALAN	★★★★
GEORGE	★★★
JASON	★★★★
JENNI	★★★★
SCOTT	★★★

NFL 2K3

- Sega 55 Season
- 1 to 4 players simultaneously

EVERYONE



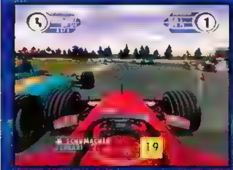
Giving Madden NFL 2003 some stiff competition on the football field, Sega's NFL 2K3 offers sim-style play and hard-hitting action. Modes include Franchise, Season, Playoffs, Tournament, Exhibition, Practice, Situation and the Sega Sports Challenge, which gives you a stats password that you can use to see how you rank at www.segasports.com. Tight controls and realistic touches—such as weather and fatigue—make NFL 2K3 a touchdown for sim fans.

ALAN	★★★★
ANDY	★★★★
CHRIS	★★★★
JASON	★★★★
SCOTT	★★★★½

F1 2002

- EA Sports 5
- 1 to 4 players simultaneously
- 17 tracks

EVERYONE



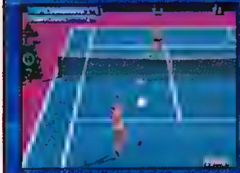
The GCN's first racing game devoted to Formula One burns up the road with current driver lineups, interactive pit stops, dynamic weather, grid girls, white-knuckle competitions and sim-heavy grease monkeying. The game boasts all of the F1 drivers, teams and tracks, and racers will be able to compete in the Grand Prix, objective-based Challenge Mode, Grand Prix Weekend Events and fun Multiplayer Modes, including Last Man Standing and Tag Team races.

ALAN	★★★½
CHRIS	★★★½
JASON	★★★½
JENNI	★★★
SCOTT	★★★½

WTA TOUR TENNIS

- Konami 3
- 1 to 4 players simultaneously
- 20 pros

EVERYONE
E
CONTENT RATED BY ESRB



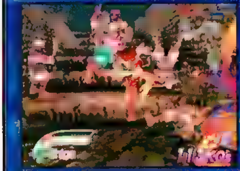
Some fans of women's tennis will raise a racket over Konami's glaring omission of Venus Williams and Anna Kournikova, but WTA Tour Tennis does a valiant job of serving up 20 other pros, including Serena Williams and Martina Hingis. You can lob, slice and add top spin to your returns, or you can use the Easy Controller setup, which automatically picks the best type of shot for you. It's a smashing game for tennis fans and players looking for fun volleying action.

ALAN	★★★★
CHRIS	★★★
GEORGE	★★★½
JASON	★★★
SCOTT	★★★

MYSTIC HEROES

- Koei 2
- 1 to 4 players simultaneously

TEEN
T
CONTENT RATED BY ESRB
Violence



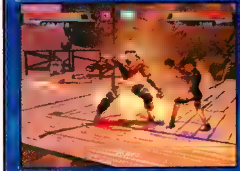
Sort of like Gauntlet with a zoomed-in camera, Mystic Heroes is a relentless hack-and-slash epic stocked with wall-to-wall action, enemies and chaos. Combo-based maneuvers and magic enable you to unleash cool fighting moves as you lead an army of auto-fighting allies across vast landscapes. In the cool Multiplayer Mode, one to four players can battle it out competitively or cooperatively. No matter how you hack and slash it, Mystic Heroes is nonstop action through and through.

ALAN	★★★½
GEORGE	★★★½
JASON	★★★½
[illegible]	★★★½
SCOTT	★★★★

BARBARIAN: THE AGE OF ZAUGG

- Titus 3
- 10 characters

TEEN
T
CONTENT RATED BY ESRB
Suggestive Themes
Violence



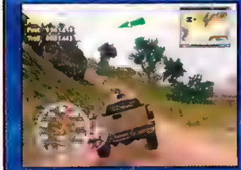
A fighting game with RPG-style character building, Barbarian lets you get medieval in large, multilevel, 3-D environments filled with interactive objects. Fighters can use close combat, ranged weapons and magic to slay their enemies. Players earn experience in battle, and they can redeem the points to boost their attributes and abilities. In Versus Mode, one to four players can enter the fray, and CPU-controlled thugs can also be called into the combo-based beatdown.

ALAN	★★½
CHRIS	★★½
GEORGE	★★★½
[illegible]	★★½
SCOTT	★★★★

4X4 EVO 2

- Universal Interactive 3
- 1 to 4 players simultaneously
- Over 80 vehicles

EVERYONE
E
CONTENT RATED BY ESRB



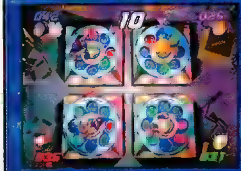
Keep on truckin' in an off-road racing sim that boasts licensed trucks and SUVs from Chevy, Dodge, GMC, Infiniti, Jeep, Lexus, Mitsubishi, Nissan and Toyota. Drivers compete to earn cash, which they can use to outfit their rides with new parts, including winches for reeling vehicles up steep hills. Between competitions, you can undertake missions, such as roving the desert in search of dinosaur bones. With a lot to tinker with, 4X4 EVO 2 is built to last.

ALAN	★★★½
CHRIS	★★½
JASON	★★★½
[illegible]	★★★
SCOTT	★★★½

PAC-MAN FEVER

- Namco 10
- 1 to 4 players simultaneously
- 31 minigames

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence



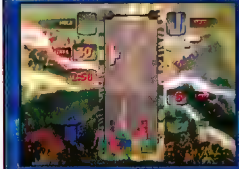
You're invited to party hard as Pac-Man, Ms. Pac-Man and characters from Tekken, Ridge Racer and Soul Calibur in Namco's all-out, all-star board game. The Mario Party-style shindig takes place on three game boards (Medieval, Tropical and Space), and partygoers will be able to compete in 31 minigames. One to four players can partake in the festivities, and each minigame falls into one of five categories: racing, shooting, collecting, sports and combo mashing.

ALAN	★★½
CHRIS	★★
JASON	★★½
[illegible]	★★★
STEVEN	★★★★

TETRIS WORLDS

- THQ 4
- 1 to 4 players simultaneously
- 6 game variations

EVERYONE
E
CONTENT RATED BY ESRB



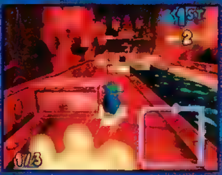
No game library is complete without Tetris, and the quintessential puzzler makes a welcome debut on GCN. Updated with a story mode starring block characters you can customize with hats and patterns, the blockbuster builds up the stack-'em-up action with new spins on the classic Tetris formula. With four-player thrills and Tetris variations, which challenge you to build squares or set up collapsing combos, Tetris Worlds promises a solid foundation of endless fun.

ALAN	★★★★
CHRIS	★★★
JASON	★★★½
[illegible]	★★★
SCOTT	★★★½

RAYMAN ARENA

- Ubi Soft
- 1 to 4 players simultaneously
- 12 race courses
- 12 battle arenas

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence



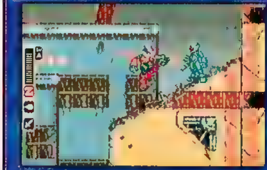
Rayman Arena isn't the typical adventure Rayman's known for, but Ubi Soft's new multiplayer fighting and foot race competition still features the limbless hero's unique brand of platformer action. Battle Mode challenges you to zap rivals, while Race Mode requires you to hop over obstacles, hover past hazards and swing across ravines in a mad dash to the finish. It's a downsized version of the Rayman experience transformed into a multiplayer party game.

ALAN	★★
GEORGE	★★★★
JASON	★★½
SCOTT	★★★★
[illegible]	★★★★

MEGA MAN ZERO

- Capcom/64 Megabits
- 1 player

EVERYONE
E
CONTENT RATED BY ESRB
Violence



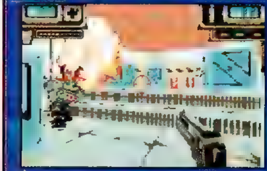
Mega Man's pal, Zero, stars in his own ballistic adventure done up in the classic side-scrolling style that made the Blue Bomber's games such big hits. As you hop, shoot and slash your way across the large levels, you'll be able to find upgrades for primary and secondary weapons as well as over 70 collectible Cyber-Elf power-ups. If you're a fan of shoot-'em-up platformer fun, Mega Man Zero is right on target.

ALAN	★★★★
CHRIS	★★★½
JASON	★★★★½
JENNI	★★★★★
SCOTT	★★★★

DUKE NUKEM ADVANCE

- Take 2 interactive/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

TEEN
T
CONTENT RATED BY ESRB
Blood
Violence



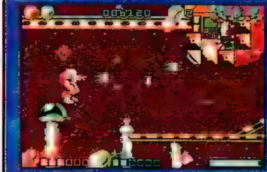
Is it first-rate first-person shooting fun you're after? Come get some with Duke Nukem Advance. The bad-to-the-bone tough guy storms his way to GBA with a huge arsenal of destructive weaponry in a maze of 3-D halls where aliens and enemies lurk around every corner. The animation is always smooth, fast and never choppy, and the royally difficult game is a crowning achievement for GBA shooters. As Duke would say, "All hail to the king!"

ALAN	★★★½
CHRIS	★★★★
JASON	★★★★
JENNI	★★★★
[illegible]	★★★★

BUTT-UGLY MARTIANS: BKM BATTLES

- Universal Interactive/32 Megabits
- 1 player
- 3 characters

EVERYONE
E
CONTENT RATED BY ESRB
Comic Mischief
Mild Violence



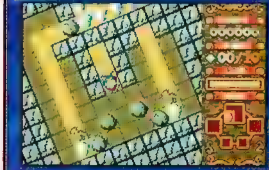
Nickelodeon's Butt-Ugly Martians are invading GBA, and it's not going to be pretty. The aliens' arcade-style outing is a side-scrolling shoot-out reminiscent of the Gradius and R-Type games—and the martians live up to those games' fun standards. The cavernous areas fork into multiple paths, and you must navigate them to find keys, upgrades and other items. The game's a blast and it links to the upcoming Butt-Ugly Martians: Zoom or Doom! for GCN.

ALAN	★★★
GEORGE	★★★½
JASON	★★★★
JENNI	★★★★
STEVEN	★★★★

BOULDER DASH EX

- Kemco/32 Megabits
- 1 to 4 player simultaneously
- Single-Pak Game Link

EVERYONE
E
CONTENT RATED BY ESRB



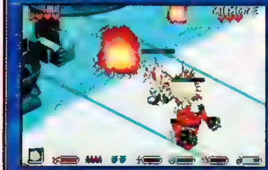
An update of the classic home computer game, Boulder Dash EX mines new territory with over 60 mind-bogglers, new graphics, hazards, enemies and obstacles. The object is to burrow through tunnels collecting gems without causing rocks and other things to topple onto you. The game's a very replayable and addictive challenge, and it also features old-school puzzles in Classic Mode, complete with retro graphics. Boulder Dash EX is rock solid.

ALAN	★★★★½
JASON	★★★★½
JENNI	★★★★½
SCOTT	★★★★
STEVEN	★★★★½

CUBIX: ROBOTS FOR EVERYONE: CLASH 'N BASH

- 3DO/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence



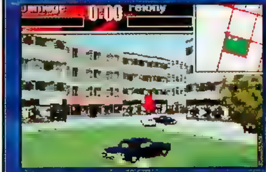
Battle in Bubble Town with Cubix and his robot friends. The fights break out in isometric arenas, and you can short-circuit your robo-rivals using close combat manuevers, lasers, mines and rockets. Victories in battle earn you collectible portraits and scenes, which you can trade with friends using the Game Link Cable. The game also features multiplayer clashes, which is sure to please fans of the cartoon.

ALAN	★★★
JASON	★★
JENNI	★★
SCOTT	★★★½
[illegible]	★★★★

DRIVER 2 ADVANCE

- Infogrames/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

TEEN T CONTENT RATED BY ESRB
Mild Violence



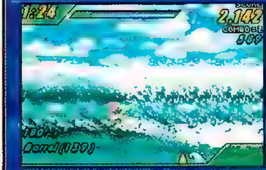
You are the wheelman in Infogrames' mission-based car game. As an undercover driver, you must race, chase and ram rival cars in a wild, 3-D ride. The game offers a few pedestrian missions, but most of the game is about driving. Players can swerve through the main adventure or play 10 driving and multiplayer games, including Quick Getaway and Cops 'n Robbers. If you're cruising for vehicular action, you'll be in hot pursuit of Driver 2 Advance.

ALAN	★★½
CHRIS	★★★
JASON	★★★
JENNI	★★★½
SCOTT	★★★★

KELLY SLATER'S PRO SURFER

- Activision/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB



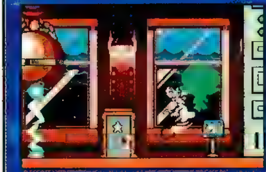
Ride the waves in a surfing stunt game from Activision. As you shoot the curl, you can bust out combo-crazy stunts, but the main trick is staying afloat without wiping out. Unlike the pro games of Tony Hawk and Mat Hoffman, Kelly Slater's extreme game requires you to maintain your balance throughout your ride. It's almost like doing a constant manual while busting out stunts. Pro Surfer feels unlike any other stunt game, but it's fun all the same.

ALAN	★★★½
CHRIS	★★★½
GEORGE	★★½
JASON	★★★½
JENNI	★★★½

PINKY AND THE BRAIN: THE MASTER PLAN

- Conspiracy/32 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB
Comic Mischief



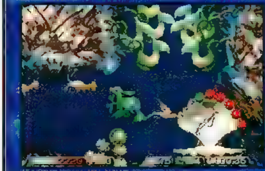
Conspiracy's clever side-scroller lets you control Pinky and the Brain in tandem. Each mouse has unique abilities, so you'll need to power up Pinky to break through obstacles and the Brain to float up to new areas by pumping up his noggin. Juggling dual characters adds challenge to the fun platformer, and the game features tons of collectibles to find, including letters that unlock picture jumble puzzles. Pinky and the Brain's game is smart fun.

ALAN	★★★½
CHRIS	★★½
JASON	★★★★
JENNI	★★★★½
SCOTT	★★★★

SEA-MONKEYS

- Conspiracy/32 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB
Comic Mischief



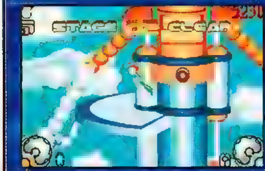
Mail-order brine shrimp star in a quirky game similar to Lemmings. As a school of Sea-Monkeys carelessly swims through a maze, you must clear a path for the oblivious swimmers so they can reach their home in one piece. Various obstacles can harm the school, while other hazards harm only you. It's a mad scramble as you try to lead the crew to safety before time runs out, and fans of high-pressure puzzling might dig the frantic affair.

ALAN	★★
CHRIS	★★
JASON	★★★
SCOTT	★★★½
STEVEN	★★★

SPY KIDS CHALLENGER

- Disney Interactive/32 Megabits
- 1 player
- 3 games

EVERYONE E CONTENT RATED BY ESRB



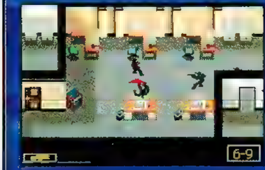
Inspired by the films, Disney Interactive's trio of minigames lets you train with Carmen and Juni to be a Spy Kid. The game features three activities—a tower climb, a side-scrolling shoot-'em-up ride on the Dragonfly and a high-speed cruise through an obstacle-laden halfpipe. The action is somewhat limited, but the high-score setup begs players to give each activity another go. The nice, simple challenge is best suited for younger Spy Kids.

ALAN	★★
CHRIS	★★
JASON	★★
JENNI	★★½
SCOTT	★★½

THE SUM OF ALL FEARS

- Ubi Soft/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

TEEN T CONTENT RATED BY ESRB
Violence
Blood



The Sum of All Fears adds up to excellent Rainbow Six-style covert action. Inspired by the film and novel, TSOAF plays like a sequel to Rogue Spear for GBA—players lead a team of ops into enemy territory and use them to pick off bad guys and defuse tense situations. Stealth and strategy are essential, and players can unlock solo versions of the levels as well as play co-op missions. It's a slick game made with military precision.

ALAN	★★★★½
GEORGE	★★★
JASON	★★★★½
JENNI	★★★★½
SCOTT	★★★★

lap 8/8
lap 1/3
00:12.1
lap 1/3
00:55.7
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EVERYONE
E
CONTENT RATED BY ESRB

GAME BOY ADVANCE

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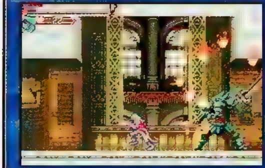
CASTLEVANIA: HARMONY OF DISSONANCE

- Konami/64 Megabits
- 1 player

TEEN T — Animated Blood, Mild Violence



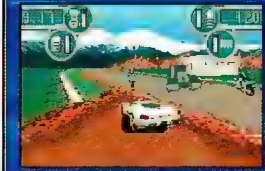
GBA — The whip-smart action of Castlevania returns in Harmony of Dissonance, a drac-whacking side-scroller that ditches the card system introduced in Castlevania: Circle of the Moon. The new adventure still features power-up attacks, but this time you must pair an item with a Spell Book to conjure up the mix-and-match magic. The system is simpler, but the action is just as exciting and the areas are even larger.

ALAN	★★★★
CHRIS	★★★★
JASON	★★★★½
[illegible]	★★★★½
SCOTT	★★★★

SPYHUNTER

- Midway/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

TEEN T — Violence



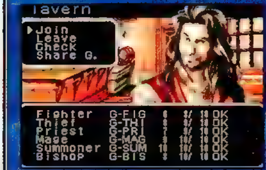
GBA — A nifty, portable version of Midway's GCN game, SpyHunter for GBA offers 3-D, vehicle-based adventuring and the same arsenal of weapons for your transforming ride. The eight main missions are primarily of the drive-and-destroy variety, and drivers can compete head-to-head against one another in the game's Multiplayer Mode. The ride is fast and furious and for a 3-D GBA car game, SpyHunter runs like a well-oiled machine.

ALAN	★★★★
ANDY	★★★
CHRIS	★★½
JASON	★★★½
JENNI	★★★

WIZARDRY: THE SUMMONING

- Natsume/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE E — Mild Language, Mild Violence


Tavern
Join
Leave
Check
Share G.
Fighter G-FIG [illegible] OK
Thief G-THI [illegible] OK
Priest G-PRI [illegible] OK
Mage G-MAG [illegible] OK
Summoner G-SUM [illegible] OK
Bishop G-BIS [illegible] OK

GBA — Natsume's traditional sword-and-sorcery RPG features six-member party adventuring and first-person hallway roaming. The epic is pretty standard, but it has some unique touches, including characters who age (which inhibits their ability to change classes) and Summoner characters who can call monsters into battle. Summoning beasts you've slain during your travels is pretty cool, and role-players will love the game's depth.

ALAN	★★★★
ANDY	★★★
CHRIS	★★★
JASON	★★★
JENNI	★★★

KEY

GCN GBA GBC 7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE ARCADE FIGHTING PLATFORM PUZZLE RPG RACING SHOOTER SPORTS STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.

ALAN:	RPG, Sports, Strategy, Adventure, Shooter, Racing, Platform, Arcade, Puzzle, Fighting
ANDY:	Adventure, Shooter, Platform, Puzzle, Arcade, Fighting, Racing, Sports, RPG, Strategy
CHRIS:	Adventure, Sports, Arcade, Strategy, Shooter, RPG, Puzzle, Racing, Platform, Fighting
GEORGE:	Strategy, Adventure, RPG, Puzzle, Sports, Arcade, Platform, Racing, Fighting, Shooter
JASON:	Adventure, Arcade, Puzzle, Platform, Racing, Shooter, RPG, Fighting, Strategy, Sports
JENNI:	Adventure, Puzzle, Fighting, Shooter, Platform, Arcade, RPG, Racing, Sports, Strategy
SCOTT:	Strategy, Adventure, RPG, Sports, Shooter, Platform, Racing, Puzzle, Arcade, Fighting
STEVEN:	RPG, Adventure, Strategy, Shooter, Platform, Arcade, Puzzle, Racing, Fighting, Sports

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

EC	Early Childhood
T	Teen (13+)
AO	Adult (18+)
E	Everyone
M	Mature (17+)
RP	Rating Pending

To contact the ESRB, call 1-800-771-3772.

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EVERYONE E CONTENT RATED BY ESRB

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TEEN T CONTENT RATED BY ESRB

Blood
Violence

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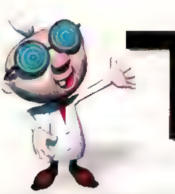
- Promax CNC'd alloy V-type brakes.
- chromoly tubular 3-pc Proline cranks.
- Padded Redline saddle w/Aramid-wrap.
- Tioga Comp III tires.

2003 SIGNATURE Team

- full 4130 chromoly Pro XL sized frame w/ forged dropouts.
- 1 1/8" butted chromoly threadless fork.
- Chrome plated Alex 'Supra-B' alloy rims.
- Promax CNC'd alloy V-type brakes.
- chromoly tubular 3-pc Proline cranks.
- Padded Redline saddle w/Aramid-wrap.
- Tioga Comp III tires.

Official Team CoSponsors



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ADVENTURE

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Disney's Magical Mirror Starring Mickey Mouse
Disney's Tarzan Untamed
Eternal Darkness: Sanity's Requiem
Luigi's Mansion
Pikmin
Resident Evil
Sonic Adventure 2: Battle
Spider-Man
SpyHunter
Star Wars Rogue Squadron II: Rogue Leader
Universal Studios Theme Parks Adventure

ARCADE

18-Wheeler: American Pro Trucker
Gauntlet: Dark Legacy
Super Monkey Ball
Top Gun: Combat Zones
UFC Throwdown
WWE Wrestlemania X8

FIGHTING

Barbarian: The Age of Zaugg
Bloody Roar: Primal Fury
Legends of Wrestling
Super Smash Bros. Melee

PLATFORM

Bomberman Generation
Disney's Donald Duck: Goin' Quackers
Pac-Man World 2

PUZZLE

Tetris Worlds
ZooCube

RACING

Burnout
Cel Damage
Crazy Taxi
Driven
Extreme G 3
Freekstyle
Jeremy McGrath Supercross World
MX SuperFly
The Simpsons: Road Rage
Smashing Drive
Smuggler's Run: Warzones
Wave Race: Blue Storm

RPG

Lost Kingdoms

SHOOTER

James Bond 007 in Agent under Fire

SPORTS

2002 FIFA World Cup
All-Star Baseball 2002
All-Star Baseball 2003
Beach Spikers
Dark Summit
Dave Mirra Freestyle BMX 2
ESPN International Winter Sports 2002
ESPN MLS ExtraTime 2002
F1 2002
FIFA Soccer 2002
Home Run KING
Madden NFL 2002
Madden NFL 2003
MLB SlugFest 20-03
NBA 2K2
NBA Courtside 2002
NBA Street
NCAA Football 2003
NFL Blitz 20-02
NFL Blitz 20-03
NFL QB Club 2002
NHL Hitz 20-02
RedCard 20-03
Sega Soccer Slam
SSX Tricky
Tony Hawk's Pro Skater 3
Virtua Striker 2002

Send your letters and art to:
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NEXT ISSUE

VOLUME 161 — OCTOBER 2002

A Classic Star Shines Again!

Star Fox Adventures

Fox McCloud's first adventure game lands on the Nintendo GameCube in October. Trust Nintendo Power to help you outfox the bad guys and keep the dino-mite action moving along.

Halloween Special!

Just in time for Halloween, NP has scared up some gruesomely great games that run the ghoulish gamut! Be with us next month as we check out Resident Evil Zero, Monsters, Inc., BloodRayne, Turok: Evolution, Harry Potter and the Chamber of Secrets and more!

Resident Evil Zero

Monsters, Inc.

Great Previews and Reviews

Super Monkey Ball 2

f the Mushroom Kingdom...
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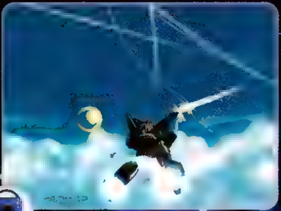
Super Mario Sunshine

TimeSplitters 2



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- EGGMANIA: EGGSTREME MADNESS
- BATMAN: DARK TOMORROW
- CRASH BANDICOOT: THE WRATH OF CORTEX
- THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING (GBA)
- AGGRESSIVE INLINE
- V-RALLY 3 (GBA)
- SPONGEBOB SQUAREPANTS: REVENGE OF THE FLYING DUTCHMAN (GBA)
- TUROK: EVOLUTION (GBA)
- YOSHI'S ISLAND: SUPER MARIO ADVANCE 3 (GBA)

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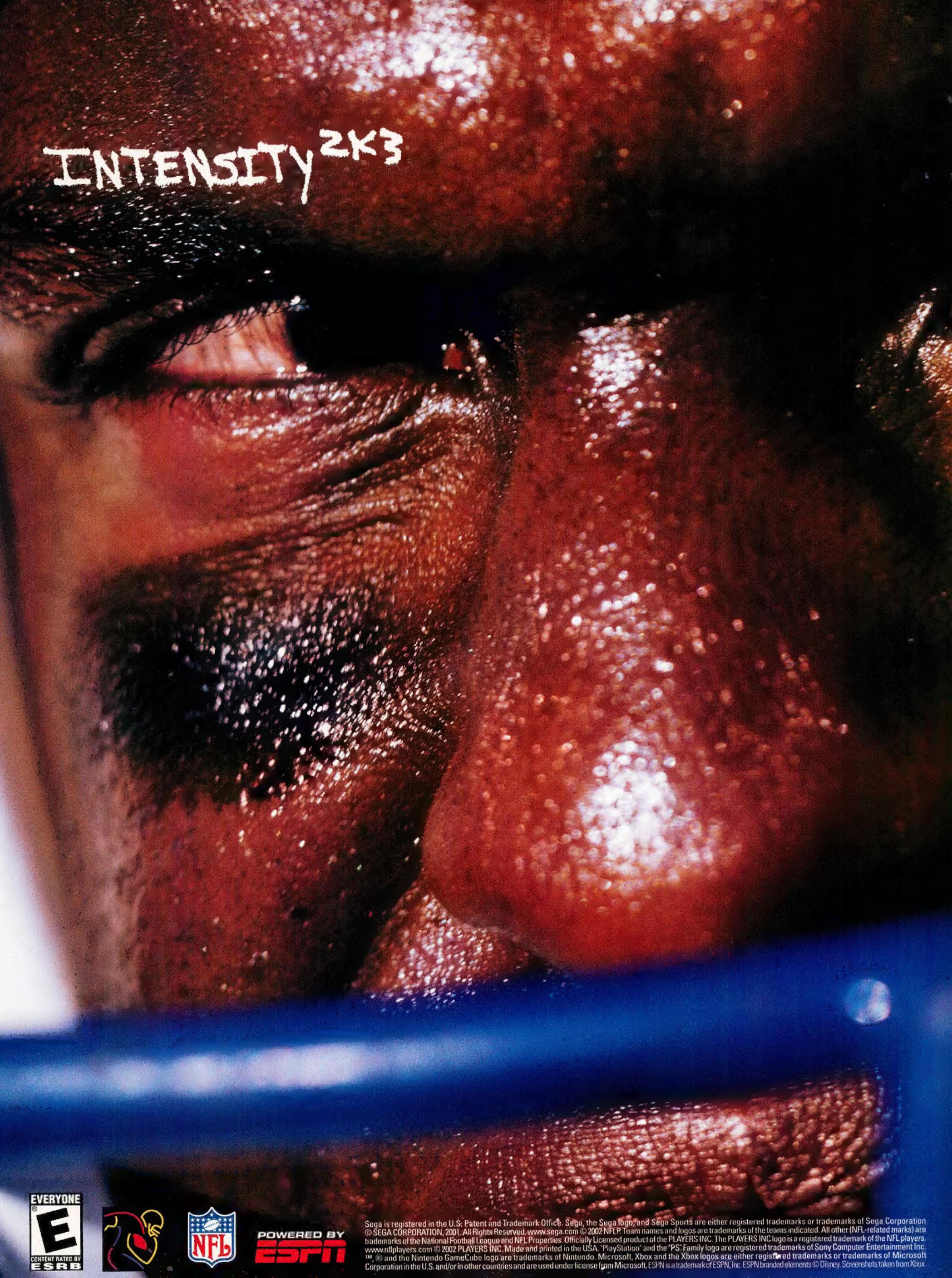

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